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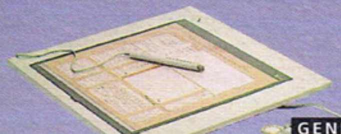
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## SYQUEST EZ



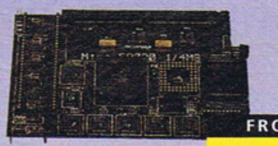
EZ 135MB **£239**

## GENIUS



GENIUS TAB **£195**

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MEMORY REQUIRES 30-PIN SIMMS

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HC-8 SCSI CARD ............. **£99**

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A2000 68040 (0MB RAM) .. **£629.95**
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4MB GVP ADD .......... **£159.95**

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squirrel scsi interface included where you see this logo

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Surf Squirrel offers an even higher SCSI performance, auto-booting, and ultra-fast serial port. Surf Squirrel is the ideal expansion peripheral for your Amiga 1200. Please call for more information.

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## SQUIRREL MPEG

Squirrel MPEG allows you to play VideoCD and CDI CD-ROM's, Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

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## RAM EXPANSION

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### MEMORY CARDS

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A500+ 1MB RAM ......... **£29.95**

## MEGACHIP RAM

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required.

MEGACHIP RAM ......... **£159.95**

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A 68020 EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit upto 4MB FAST RAM and is fully auto-configuring.

NOT COMPATIBLE WITH GVP HARD DRIVE

A500 68020 EC 0MB RAM ... **£99.95**
A500 68020 EC 4MB RAM .. **£189.95**

## GRAPHIC/VIDEO

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INCLUDING TV PAINT JNR.
PICASSO II 2MB RAM ..... **£399.95**
INCLUDING TV PAINT 2
VIDEO DAC ................. **£25**
18-BIT GRAPHICS ADAPTOR

## VGA ADAPTOR

VGA ADAPTOR ............. **£15**

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Intuitive cursor control at your finger tips 'Tap' for an instant selection. Connects to the Serial port. (This is not a graphics tablet)

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INCL. PEN, CURSOR AND POWER TAB/TEMP S/W

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A SCSI driver for all Series II host adaptors and accelerator cards for all Amiga computers. Please call for further information. For GVP Only.

GURU-ROM V6 ........... **£49.95**

FREE CD'S
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## POWER CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

### AMIGA 600/1200

x2 SPEED CD-ROM INC.SQUIRREL .. **£169**
X4 SPEED CD-ROM INC.SQUIRREL . **£219**

### AMIGA 4000

DUAL SPEED CD-ROM EXT. .... **£139**
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SCSI CABLE ................ **£10**

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POWER SCAN 4 COLOUR ... **£169.95**
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POWER SCAN 4 S/W ONLY ...... **£20**
PC INTERFACE + COL S/W ... **£49.95**
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EPSON GT-8500 .......... **£579.95**
24-BIT, INC. POWERSCAN SOFTWARE
EPSON GT-9000 .......... **£729.95**
24-BIT, INC. IMAGE FX REV. 1.5 SOFTWARE
ADPRO SOFTWARE ....... **£149.95**
IMAGE FX 2.0 S/W ....... **£149.95**

## SCANNER SOFTWARE

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WORKS WITH ALL EPSON FLATBED SCANNERS

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4MB SIMM ............. **£59.95**
8MB SIMM ............ **£129.95**
16MB SIMM ........... **£189.95**
FALCON NO CPU ........ **£349.95**
SCSI ADAPTOR .......... **£29.95**

All Falcon's come complete with a cooling fan

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VIPER 28 MKII BARE ...... **£119.95**
VIPER 28 MKII 2MB ....... **£159.95**
VIPER 28 MKII 4MB ....... **£179.95**
VIPER 28 MKII 8MB ....... **£249.95**
VIPER 28 MKII 16MB ..... **£309.95**
VIPER MKII SCSI ADAPTOR .. **£69.95**

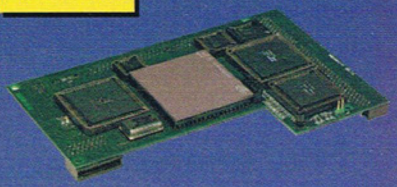
## VIPER 50MHZ

The Viper 50 can have up to 128MB RAM installed, and the same features as the Viper 28.

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VIPER 50 2MB .......... **£229.95**
VIPER 50 4MB .......... **£259.95**
VIPER 50 8MB .......... **£329.95**
VIPER 50 16MB ......... **£389.95**

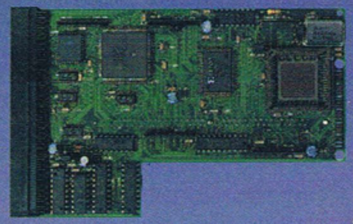
## FALCON

68040RC 25MHZ
**£399.99**



## VIPER

STARTING FROM
**£119.95**



## CO-PROCESSOR

FPU's complete with crystal. Please state for Blizzard compatibility.

20MHZ FPU PLCC .......... **£20.95**
33MHZ FPU PLCC .......... **£39.95**
40MHZ FPU PLCC .......... **£60.95**
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VIPER MK1 SCSI-ADAPTOR .. **£79.95**

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POWER.

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*Compatible with ALL Amigas*



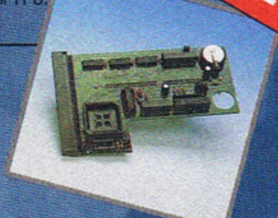

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# MEMORY EXPANSIONS

NEARLY DOUBLES THE SPEED OF THE A1200

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**2mb £99.99**
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These hard drives simply push onto the side of the A500 or A500+ and will give your computer all the benefits that hard drives offer. The drives are supplied formatted, partitioned and have Workbench installed for immediate use.
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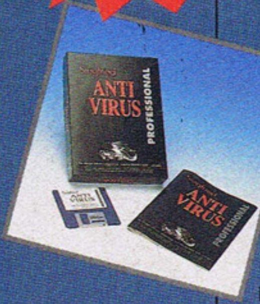



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# EZ DRIVES

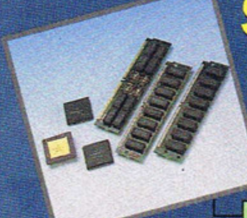
NEW FOR 1996



Incredibly fast (up to 4x faster than a ZIP drive) SCSI drive will store a massive 135mb per cartridge. Comes complete with power supply, SCSI cable, instructions and cartridge.
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72 pin simms suitable for Apollo accelerators, A4000, A1200 memory expansions etc.

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**2mb £77.99**
**4mb £99.99**
**8mb £159.99**

**33MHz 68882 FPU (plcc) £49.99**
**40MHz 68882 FPU (plcc) £69.99**
**50MHz 68882 FPU (PGA) £79.99**
*All FPU's are supplied with crystal oscillators*

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NEW FOR 1996

A4000 SCSI controller expansion card that allows up to 7 SCSI devices to be connected to the A4000. Includes full user manual and installation software including CD-ROM drivers. Includes connecting cable for internal SCSI devices and rear mounting bracket with a 25way connector for external devices.

**DATAFLYER 4000SX**
**ONLY £59.99**

# ASIM CDFS 3.0

NEW FOR 1996

This superb package is a must for any CD-ROM user. Includes CD32 & CDTV emulation, audio CD player software including librarian features, Direct reading of 16bit audio samples, full support for Kodak and Corel PhotoCD Discs. Includes the 'FISHMARKET' CD-ROM disk packed with public domain Fred Fish disks and a huge 115 page information packed spiral bound manual.

**ASIM CDFS**
**ONLY £49.99**

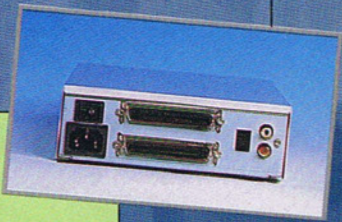
# ULTRA CD ROM DRIVE

NEW



Superb CD-ROM drive system for the A1200. Fully featured, top quality drives in a top quality enclosure with built in power supply. All cables, instructions, software etc., included for immediate use. The CD-ROM interface supply plugs inside A1200 (exceptionally easy to fit by anybody) and provides a connector in the blanking plate at the rear of the A1200, next to the mouse socket.

*PLEASE PHONE FOR FURTHER DETAILS AND INFORMATION SHEET*



**ULTRA 4 SPEED £169.99**

**ULTRA 6 SPEED £219.99**

**ULTRA 8 SPEED £259.99**

# 2.5" HARD DRIVES

Our high speed 2.5" IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are formatted, partitioned and have Workbench (WB2 for the A600 and WB3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you can plug the hard drive into the hard drive socket.



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| 250mb | £134.99 |
| 340mb | £169.99 |
| 540mb | £214.99 |

# SCSI CD ROM DRIVES

## MEDIAVISION 'RENO'

Double speed CD ROM DRIVE complete with power supply, SCSI cables, docking station and full instructions. Also includes stereo headphones and carrying case for use as personal CD player.



**RENO CD**
**WITH SQUIRREL £164.99**
**WITH DATAFLYER £174.99**

## QUAD SPEED CD ROM DRIVE

Amazing value quad speed external SCSI CD ROM drive in a top quality enclosure.

NEW LOWER PRICES



**PANASONIC QUAD SPEED EXTERNAL WITH SQUIRREL OR DATAFLYER**
**ONLY £239.99**

# APOLLO A1200 ACCELERATORS

## APOLLO 1220

Amazing power for such a low price. This superb accelerator uses a 68020 running at 28Hz and comes complete with a 68882 FPU to enable your A1200 to run at 5 MIPS (million instructions per second)! Uses standard 72 pin SIMMS and includes a battery backed clock. Simple trapdoor fitting.



LOWEST PRICE EVER

**APOLLO 1220 ONLY £99.99**
**APOLLO 1220 +4mb ONLY £179.99**

## APOLLO 1240/60

68040/68060+MMU based A1200 accelerator. Features battery backed clock and a 72 pin socket for a standard 72 pin simm (up to 128mb). Fully featured, fan cooled trapdoor fitting accelerator.

NEW

**APOLLO 1240/25MHz £339.99**
**APOLLO 1240/40MHz £449.99**
**APOLLO 1260/50MHz £574.99**
**4mb SIMM £79.99**
**8mb SIMM £159.99**
**16mb SIMM £319.99**

# ZIP DRIVES



Highly rated SCSI drive will store 100mb per cartridge. Comes Complete with power supply, SCSI cable, instructions and cartridge.

**ONLY £189.99 or £229.99 with a Squirrel or Dataflyer**

**100mb ZIP cartridge £15.99**

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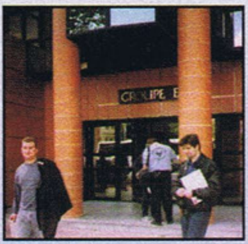
From the M62 Junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the florists opposite the Masons Pub.

All prices include VAT. Postage and packing will be charged at £3.50 per order (U.K.), £7.50 Europe and £12.50 rest of the world.

# AMIGA FORMAT CONTENTS

ISSUE 86 JULY 1996

## AF NEWS







## AF SERIOUS









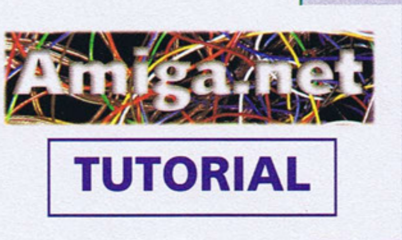







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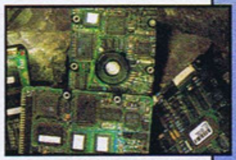







## AF REGULARS







## AF COVER FEATURE
# Join Up

It can be a lonely life so join your Amiga's together and expand your horizons. **John Kennedy** shows you how to network your favourite computers.

page 17

## AF FEATURE

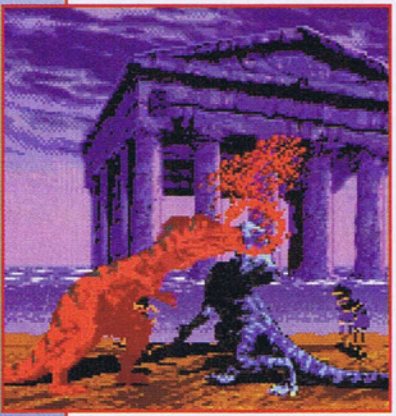




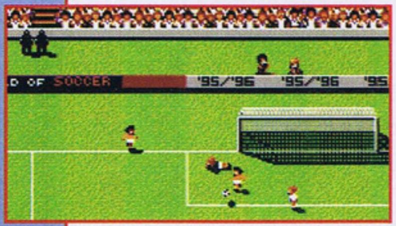
## AF SCREENPLAY



**Total Football:** It looks like he's doing the can-can to me.



**Primal Rage:** You can have gore, or you can choose the less grisly option.



**SWOS Euro 95/96:** Can we ever have too much *SWOS*? (No)



# Coverdisks

## disk A
### OctaMED Soundstudio



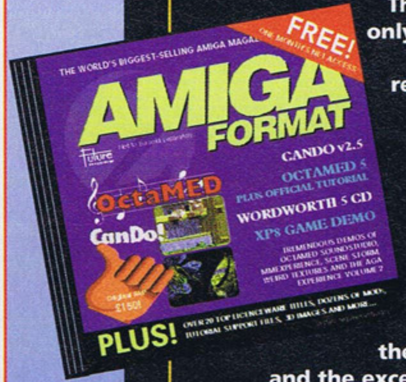


## disk B
### XP8





## CD-ROM







# Ad Index

## JULY 1996

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**PRIMAL RAGE P38**
Before you skip past this page, can I just say that we all expected this game to be terrible, and were most surprised to find it emanently playable.



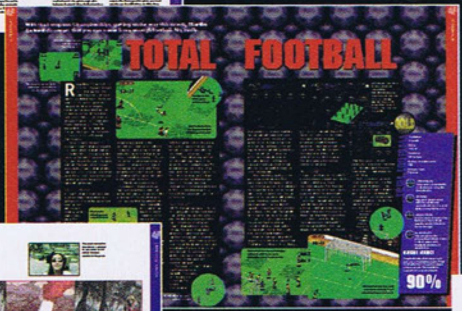




**INTERNET P90**
After many faxes, phone calls and emails, here is the tutorial you've all been waiting for – how to set up AmiTCP on your Amiga.




**ATAPI P26**
Continuing our tradition of finding ways to save you money **Simon Goodwin** shows you how to add cheap CD-ROM drives.




**TOTAL FOOTBALL P36**
It may seem rather superficial, but what Total Football lacks in options it certainly makes up for in playability. One of the most exciting footy games for an age.




**VIDI AMIGA 24RT PRO P58**
The Amiga has long been recognised for its grabbing powers but can this new digitiser carry on the impressive tradition of it's predecessors.




**PD SELECT P53**
Another selection of the finest offerings from the Public Domain. Many of these are also featured on the AFCD

# Month In View

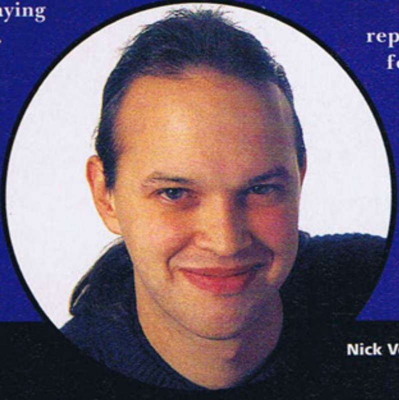
## More surprises as this month we learn about the first true Amiga clone from Phase 5, and Viscorp's plans...

Well, blow me! I wrote an article for the industry magazine CTW suggesting that perhaps companies like Macro System or possibly even Phase 5 would consider producing a licensed Amiga clone. Three days later I receive a message from Wolf Dietrich of Phase 5 saying they are doing exactly that.

We should all be thanking them, not only for making me look clever, but for helping to keep the Amiga dream alive. While the Amiga is certainly much better off in the hands of Viscorp, their first priority is the ED set-top box. They are committed to producing a new Amiga, and a new operating system, amongst plenty of other things (see page 12 for the full report) but having the platform supported by seasoned Amiga hardware manufacturers can only be a good thing.

Phase 5's machine would represent a huge leap forward for the Amiga. They deserve your appreciation, so please if you are able, send them a message of support – all the details are on page 14.

Well, that's cheered me up anyway! AF



Nick Veitch, Editor

# EPIC MARKETING
## CD ROM SOFTWARE

The new Gif Sensation double CD gontains around 10,000 full colour images, Viewer and converters are included on the CD. Subjects include: Vehicles, Space, Science fiction, Textures, Landscapes, Sunsets, Money, Cartoons, Fantasy, Sports, Raytraced, Classic art. and loads more.

**GIF SENSATION** DOUBLE CD New Version (CD128) £19.99

Contains around 5000 erotic hand drawn Images in the Japanese anime tradition.
This CD is of an Adult nature and should not be purchased by anyone likely to be offended by drawings depicting nudity and / or sex acts.
An adult onlt cdrom!
Includes images only suitable for persons over 18

**ANIME BABES** Japanese erotic art (CD191) Only £19.99

This superb highly rated Amiga CD-ROM World atlas features a flexible interface allowing quick access to individual countries via continental maps, county list, capital or general index. Concise, informative county histories. Each country is supported by a series of maps depicting regional position, major cities, rivers, lakes and mountains. Background cultural and economic information is available at a glance. Basic national facts are represented graphically and comparative to the UK. For A1200,A4000, & CD32.

**WORLD ATLAS AGA** NEW !!! (CD220) £29.99

The new Magic Workbench CD contains the largest collection of Magic Workbench Icons, Backdrops and tools ever compiled. Includes well over 5,000 Magic WB Icons, Over 600 specially selected Magic Workbench backdrops in 8, 16 and 256 colours, over 30megabytes of Workbench tools, gadgets, patches and desktop enhancer tools/utilities. The CD also includes Magic Workbench aswell as many other items never before released on any Amiga CD ROM. If you want to update/enhance you existing Workbench 2 or 3 then this is the perfect Workbench add on CD ROM. This CD is only suitable for any Kickstart2/3 based Amiga's such as the A500+, A600, A1200, and A4000.

NEW!

**MAGIC WORKBENCH ENHANCER v2** (CD187 £17.99)

## The Adult Sensation Range

### ADULT SENSATION ONE

Adult Sensation is possibly the Amiga's largest selling adult title. It features over **4,000** high quality 256 colour images of the "adult" nature. Image viewers and coverters are included for every configuration of Amiga. (OVER 18 ONLY) out now! (CD01) £19.99

### ADULT SENSATION 2 *The new batch*

Adult Sensation 2 not only contains **4,000** new colour images but also includes tons of adult related samples, adult music modules, tons of adult stories, adult anims, black&white 70's photos, adult games and more. (OVER 18) out now! (CD115) £19.99

### SEXY SENSATIONS

Available now, this CD contains around **2,000** especially chosen high quality GIF Images. Viewers & graphic converters are included for easy and quick access to any of the pictures on any Amiga. (OVER 18 ONLY) OUT NOW! (CD169) £19.99

### ADULT SENSATION 3D *EXCLUSIVE!*

This CD actually contains over **2,000** true 3 Dimensional colour images. 3D viewing software and top quality 3D glasses are also supplied. ***Includes superb new Multimedia interface.*** (OVER 18) Available Now! (CD145) £19.99

### ADULT SENSATION 4 (animations)

Available Soon this CD actually contains hundreds of naughty? animations/film clips for Adults only. Viewing software included for Amiga. Limited first stocks so order now for immediate despatch upon release. (OVER 18) (CD146x) £29.99

### ADULT MENSATION

Adult mensation is a unique collection of colour photoshots of hunky men in various poses. The wildest most mouth watering man size Image selection ever. Whether you want bulging biceps or steaming shapley men then order this CD now! (CD164) £19.99

**SPECIAL EDITION PACK**
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**These goods are for Adults only, and will only be supplied to persons over the age of 18.**

**Get on the Net**
internet without the hassle!

This amazing new CD contains everything you need to connect to the Internet. It features all of the programs you need to get connected. It also includes the best of the net, so you can try before you buy! We've also included one months national free internet access so all you should pay is the local phone bill (1p a min*.) Includes special offers on internet software and hardware, and details on how to set up your own web and ftp sites etc. Absolutely no knowledge of the Internet or Shell required you simply slot in the CD, click the mouse a few times on the relevent icons and you're connected! There's even a complete database of hundreds of the very best web sites to visit. Excellent!

**INCLUDES ONE MONTHS FREE INTERNET ACCESS***

***This Amiga CD contains everything you need,**
***It's easy to setup and use,**
***It's supplied with one months free internet access,**
***It's great value.**

**GET ON THE NET** NEW !!! (CD221 £24.99)

The Epic Interactive encyclopedia is an exciting new Multi-Media Amiga CDROM, It features a superb 256 colour interface, Hundreds of film clips, sound samples and subject information.

NEW! **MultiMedia Encyclopedia**

*Features include:*
- ***True Multi-media Interface** unlike anything seen on the Amiga.
- ***Produced in the UK** unlike most encyclopedias
- ***256 colour AGA interface** 16colour A500 version available soon
- ***Very latest information** from around the World
- ***Thousands of subjects covered** from Aachen to Zurich
- ***Hotlist editor** so you can create lists of particular subjects
- ***Hundreds of samples** including full spoken media show
- ***Hundreds of Images** in full colour and 16 shades of grey
- ***Import new subjects** from the Internet or from floppy disk
- ***Export data to printer or file** and use it in your own projects

What users have said... This is just Brilliant! - Very Impessed - Who needs Enxxxta? The presentation is second to none - PC Users, eat my shorts! - I love it!.

**THE EPIC INTERACTIVE ENCYCLOPEDIA** 4mb recommended (CD222) £29.99

## CDROM TITLES
More great Amiga CDROMS

| | |
|---|---|
| Aminet set one | 24.99 |
| Aminet set two | 24.99 |
| Aminet 10 feb'96 | 14.99 |
| Aminet 11 april'96 | 14.99 |
| Aminet 12 june'96 | 12.99 |
| AGA Experience 2 | 19.99 |
| Worms extra's | 9.99 |
| Software 2000 | 29.99 |
| F1 Licenceware | 29.99 |
| Anime Babes (18) | 19.99 |
| Octamed 6 | 29.99 |
| World info '95 | 19.99 |
| 17bit 5th Dimension | 19.99 |
| 2000 Mysteries | 21.99 |
| The colour Library | 9.99 |
| Sound Library (2cd) | 19.99 |
| LSD Compendium3 | 19.99 |
| Meeting at Pearls 3 | 9.99 |
| CD32 Network set 2 | 34.99 |
| Graphics Sensation | 19.99 |
| Illusions 3D | 5.99 |
| Super cars '95 | 4.99 |
| Graphics Pack (5cd) | 39.99 |
| Super Bundle 10cds | 19.99 |
| 1500 Utilities | 5.99 |
| Hottest4 | 4.99 |
| Terra Sound Lib. | 4.99 |

This data CD ROM contains the very best Adobe and Postscript fonts available aswell as thousands of high quality clipart images in PCX, IFF and EPS which are suitable for use in any graphics and Desktop publishing package. A great value CDROM.

**BCI CLIPART & FONTS** (CD192 £9.99)

Contains the very latest Amiga archives from the Aminet site. Includes games, demos, utilities, Graphics, modules, demos, product demos, comms, patches, fonts, clipart. blah! blah! blah! Available now!

**AMINET 12 June'96** (CD224) £12.99

Contains over 10,000 old Commodore64 megademo's, Thousands of classic C64 sid tunes that sound exactly like the real thing, C64 pictures, C64 information and C64 emulators. Great fun!

**C64 SENSATIONS 2** (CD223) £19.99

This brand new updated CD contains the very latest AGA utilities, demos, Images and games. All accessable directly from the CD. The makers claim there are virtualy no duplicated files from the first CD.

**AGA EXPERIENCE 2** (CD210) £19.99

Zoom 2 includes the very latest sofware upto April'96, It includes the very latest games, demos and utilities. It also includes over 100 new klondike cards, The complete Active Pro pack, over 50 disks of samples, 25mb of Magic Workbench and a special "programmers" section.

**ZOOM 2** (CD211 £19.99)

This data CD ROM includes hundreds of high quality Advanced Military images, including hundreds of different aircraft and helicoptors. great for just browing or desktop video/publishing.

**ADVANCED MILITARY** (CD219 £6.99)

This CD includes over 5,000 brand new levels and maps-for the game "Worms" aswell as game patches to update and enhance the features of the original game, If you love Worms, you'll love this.

**OH YES! MORE WORMS** (CD201 £9.99)

This most comprehensive collection of Lightwave and Imagine 3D objects ever compiled onto CD. It also contains hundreds of texture files, and example images. All files are usable direct from CD.

**GRAPHICS SENSATION** (CD02 £19.99)

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## THE NEW DEAL

**The latest version of the ED is different from anything which has ever gone before: even the prototype Walker was designed as a desktop computer, relying on a keyboard and disk drives for the input. The Amiga version of Ed is a different concept entirely.**

- **Designed primarily for use as a set-top box or to be integrated into existing consumer electronics.**
- **Improved design makes high speed data transfers possible.**
- **Expansion capabilities allow additional cards to be added, for example cable modems.**
- **Huge 4Mb ROM, with built-in TV friendly Web browser, GIF and JPEG support.**
- **Library support for new features, including sound compression.**
- **Keyboard socket and other "computer" expansions available.**
- **Chip and fast memory on board.**

# AMIGA FORMAT news



# Viscorp Unveil Future at Toulouse











**FROM TOP: The venue for the meeting, Carl Sassenrath, Curtis Gangi, David Rosen, Petro Tsychtschenko.**

**The Amiga is not dead. That is the message that representatives from Viscorp were keen to put across at their recent conference in Toulouse, France.**

Bill Buck, head of Viscorp, opened the meeting with a flourish. Over 200 people from France, Spain, Germany, America, Italy, Norway and the UK had crowded into the Ecole Superior de Economic to hear what the future held for the Amiga, and everyone knew that some impressive rabbits needing pulling out of some large hats.

Bill got off to a good start by standing in the middle of the stage and announcing that, put simply, 'Viscorp is committed to the future of the Amiga computer'.

He went on to say that a new Amiga computer would be developed, but that it would not be the Walker – the Walker project has been cancelled. This is one of the first steps which the soon-to-be-new owners of Amiga Technologies have decided on, mainly because it would not offer a significant technological advantage for the price, or for the effort which would have to go into making it a reality.



**Bill Buck adresses the multitudes who gathered in Toulouse, May 19.**

### SAY HELLO, MR ED

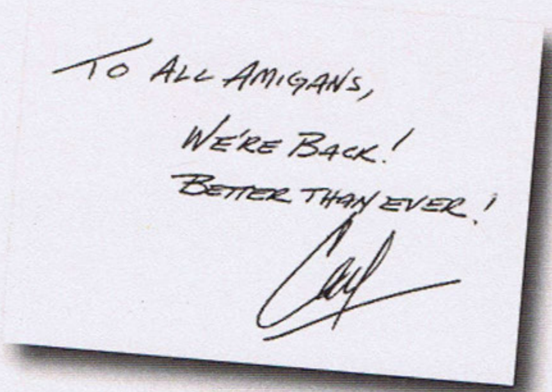
As reported in *Amiga Format* previously, the core of the Viscorp business is the so-called "set-top box": the marriage of television, telephony, the Internet and computers.

This is the way Viscorp see the personal computer evolving, and they have been working on the project for quite some time. They already have a three year old box, called ED, and tests in America have been extremely successful. But with the explosion of interest in the Internet, the fun is really about to start.

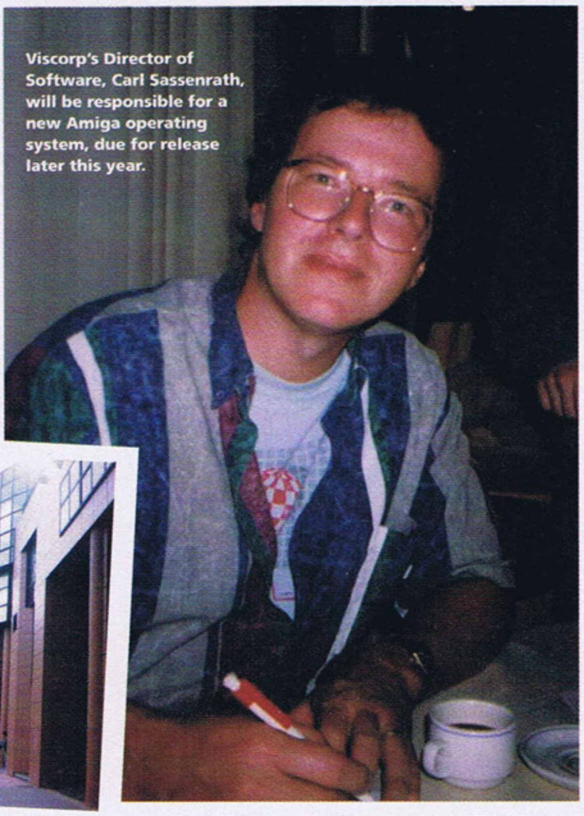
The aim of Viscorp is to develop a simple device which anyone can use to access the Internet, by offering a unit

- **Viscorp will develop a new Amiga computer.**
- **The Walker has been shelved.**
- **Distribution will continue as it is at present.**
- **There will be an update to the Amiga operating system before Christmas.**
- **All Amiga documentation will be available on the World Wide Web.**
- **The PowerPC is only one option.**






Carl Sassenrath's message to Amiga owners everywhere.



Viscorp's Director of Software, Carl Sassenrath, will be responsible for a new Amiga operating system, due for release later this year.



connected to (or built into) a TV set. With a press of a button you'll be able to telephone your friend, send a fax or call up a World Wide Web page. Viscorp plan to license the technology and then let others do the work of getting the disguised Amiga into homes worldwide.

Viscorp have plenty of rivals in the set-top box field, but their advantage is the ability to build devices which are powerful, flexible and most of all, cheap. This is why the original deal to license the Amiga operating system and chipset made so much sense.

As Amiga owners know, unlike Windows 95 for example, the Amiga operates in a tiny amount of memory and is so small and efficient it can operate without a hard drive – the entire OS and custom ED software will be included on ROM.

This set-top box will also be an Amiga, although it might not look like one. Viscorp are determined not to break existing software. Having many excellent applications available gives it a headstart on any rival system, and inheriting the fanatical support of Amiga fans world-wide is a bonus.

## WHAT ABOUT US?

Where does this leave current Amiga owners? At the moment Viscorp are keen to point out that there is definitely a future for the computer. Amiga development is to continue alongside the set-top box project. Work will continue on the operating system, on peripherals and on custom hardware and an update to the OS will be available later this year. Best of all, there will be a new Amiga computer.

Looking further ahead, the development of the new OS will help shape the evolution of the most important part of the Amiga – the CPU it runs on. The long-term future of the Amiga computer is still up in the air, which was one reason for the meeting in the first place. Although the PowerPC is the natural choice, it is far from the only option. Several Viscorp people mentioned the DEC Alpha chip, which is already available in versions running at 300MHz.

The news that Phase 5 had announced work on their own PowerPC version of the Amiga was taken with a shrug from Bill: "If anyone wants to license the operating system, we will happily meet with them to sort something out."

The mention of the Dec Alpha could be significant. As reported in *AF* previously, Macro Systems are already working on an Alpha AXP card for the Amiga. The new "openness" at Viscorp could allow them to go one step further and develop full Amiga-clones based on the Alpha.

## VISCORP SUPPORT FREEDOM OF INFORMATION

**The new "open government" policy of Viscorp is an amazing transformation from earlier days. Bill Buck was keen to reiterate that the past is the past, and whilst there were many mistakes made by previous owners, Viscorp represent a new beginning. One of the first practical demonstrations of this policy is the decision to make all the Amiga technical documentation available on the Viscorp World Wide Web site. The intention is that this will be kept updated.**

**Previously, official documentation was released through books published by Addison-Wessley. Although a reasonable enough arrangement, it did lead to some problems for developers, as often the volumes weren't published for months after new hardware or operating systems were actually in use. Very little documentation for AGA machines ever appeared at all.**

**The new system should mean the provision of up to date information for developers and users worldwide, with the minimum of fuss and expense.**

## THE REPORT



Eric Laffont struggles manfully with IRC.

**Eric Laffont had the unenviable task of reading through more than 2,000 emails from Amiga users the world over, keen to express their hopes and suggestions for the Amiga. At the World of Amiga show in London, Bill Buck asked for ideas – and he got them by the thousand.**

**Users from over 100 countries took part, and the demands were simple. "Don't ignore us!", "More documentation!", "New better, cheaper hardware!". Users wanted to express their loyalty, and yet they also wanted to make it clear that new and exciting hardware was essential to stop them drifting away to the PC platform.**

### MOUSETASTIC

*AmiPC Power Mouse* is a program that makes it possible to attach and, more importantly, use a standard PC serial mouse with your Amiga. The software costs $14.95 and you can also purchase the software and serial convertor for $24.95 or all this and a Microsoft "J" mouse for $49.95. More info is available from Legendary Distribution on 001 519 753 5052 or at their website; **http://www.io.org/~legend.**

### MONUMENTAL PROGRAMS

ProDAD Ineternational have just converted the excellent *Monument Designer 2* to English and *ClarriSSA 3* is set to follow. *Monument Designer* is a superb proffesional-quality titling package with plenty of useful features and spectacular effects. It costs 399DM and to find out more call ProDAD on 0049 2206 82728.

### SX-32 IMPROVED

Following our review of the SX-32 in issue 84, Eyetech have made some improvements. A full and improved manual has been written and there's a new $CD^{32}$/SX-32/Keyboard/disk bundle, with a $CD^{32}$, an SX-32, a full Amiga keyboard, Workbench 3 and the choice of a 44Mb hard disk or floppy drive. All this costs £399.95 and is available from Eyetech on 01642 713 185.

"Another flash bit of kit with no future?"
What does **Dave Taylor** think?
GLIDEPOINT PAGE 67

**EAGLES LANDING**
Blittersoft are distributing a new range of tower-based Amigas called the Eagle 4000T. The basic unit will cost £1299.95 and to find out more call Blittersoft on 01908261466.

**NEW MICE FOR OLD**
Golden image are currently running a special trade-in deal on their Hi-Resolution and three-buttoned Megamouse-Plus. The company will accept any mouse, whatever its condition and they will then supply you with the Megamouse-Plus for just £9.95. Contact Golden Image on 0181 900 9291.

**STORM BREWING**
*Thunderstorm* is a new game from Sweden that claims to be a combination of *Alien Breed*-style graphics and RPG gameplay. Featuring a 45% isometric view the game is set in the future and will no doubt feature lots of running down dark corridors looking for things.

# Send in the Clones!

phase 5 DIGITAL PRODUCTS

Even before the Toulouse conference, at least one major Amiga developer announced a commitment to developing a new Amiga. Phase 5, who are already working on a PowerPC upgrade card for existing Amiga machines, are now planning to manufacture a completely new Amiga based around this processor, hopefully launching in the early half of next year.

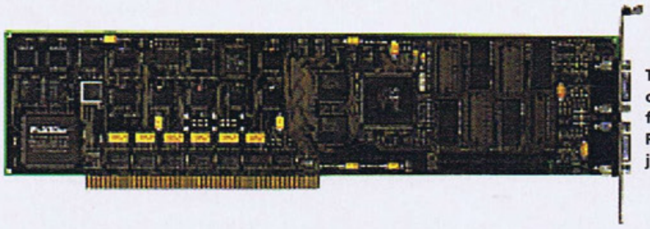
Explaining this decision, Phase 5's managing Director, Wolf Dietrich, told *Amiga Format*: "It is time for a radical leap forward in technology, that needs to be borne by a vision of a computer for the next millennium".

In line with this philosophy, Phase 5 promise that the new machine will use a highly redesigned chip set, enabling this new Amiga to achieve "hitherto unknown performance".

The operating system, which will have to be completely re-written to work on the new processor, will not be such an obstacle to Phase 5. Gerald Carda, Technical Director of Phase 5 explains: "As we are already developing an Amiga compatible PowerPC-Exec with an expansion library and a PowerPC CyberGraphx version for the PowerUp developments, it is only logical that the next step will be the development of the other components."

## COMPATIBILITY

"An operating system that is compatible with Amiga-OS 3.x makes it possible for the user to continue to use existing software under CyberGraphX while developers who already give massive support to CyberGraphX will be able to continue to maintain and develop their products. In this way we will be enabling Amiga users to switch to the new system without any problems."



The Cybervision, one of the cards for which Phase 5 are justly famous.

A high degree of component integration should allow for dramatic improvements. Based on the PowerPC as the main processor, the new computer, is planned to include: hardware support for MPEG and 3D graphics, 24-bit graphics at a resolution of up to 1600x1200, 16-bit stereo sound input and output, video and genlock compatible outputs and some audio and visual processors built in. The system will be rounded off by a Fast SCSI-II controller, a network port and an ISDN interface.

## COMPETITIVE PRICES

Wolf Dietrich proudly claims: "In terms of performance the processor has no problems in keeping up with a Pentium. However, there is no sign of any comparable graphic performance anywhere on the PC – the features of our systems will be difficult to match."

In spite of the extravagant specification, Phase 5 believe that their Amiga will not be a dream machine at an unreal price. In the words of Wolf Dietrich: "According to current price calculations we will be able to offer the good value for money for which our products are already renowned."

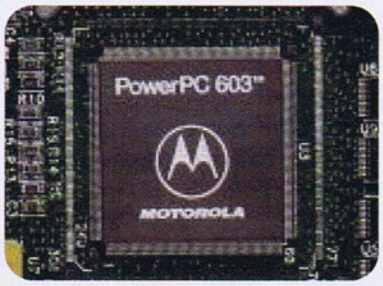
The price of the machine at launch, based on current market prices for the components will be around DM3,000 (£1,400) for a complete system and this would compete very favourably with current PC prices.

## MOTOROLA BACKING

Perhaps most importantly for Phase 5, they also have the full backing of Motorola, the manufacturers of the PowerPC chip. "We appreciate the powerful and innovative concept that Phase 5 represents and we fully support the efforts of this company as a partner in our strategy," says John Letham, Technical Marketing Manager, Motorola RISC Microprocessors. "We have had a number of joint meetings now and we are impressed by their know-how and vision."

What can possibly hold them back now? "By the middle of 1997 we will have invested seven-digit figures in this project", says Wolf Dietrich. "We have the know-how, the development team, the technical equipment, the support from third parties (especially Motorola) and the financial basis for this project.

"The only thing that we still need is massive and positive support from Amiga users. After all, such a project only makes sense if there is still a large number of convinced Amiga fans. We therefore appeal to all Amiga fans to write to us, to send us faxes or emails (to the address specially set up for this purpose: **aproject@phase5.de**). Every positive reaction will strengthen this forward-looking project."

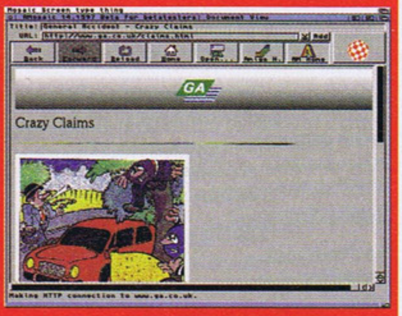



**The PowerPC603e is the processor Phase 5 are planning on using for their clone Amiga.**

## N.E.T.c.o.r.n.e.r.

**GET ON TO THE NET RIGHT NOW!**
If you're interested in getting onto the Internet, but are unsure of the software that you need and how to set it all up, then you'll be glad to know that this month's cover CD has all that you need to get on-line.

This includes a free one-month trial account with the FirstNet Internet service provider and then the opportunity to continue if you are satisfied. There is also 1Mb of space for your very own web page. Turn to the Coverdisc pages right now to find out more information.




**Have a good laugh at some of the more outrageous insurance claims that have been made over the years.**

**INSURANCE ON-LINE**
General Accident have launched a web site that has apparently attracted over 500 visitors a day. Not only does the site contain details of the company's insurance services it also features a section called Crazy Claims, which has examples of some of the more bizarre insurance claims that have been made. General Accident's website is at: http://www.ga.co.uk.





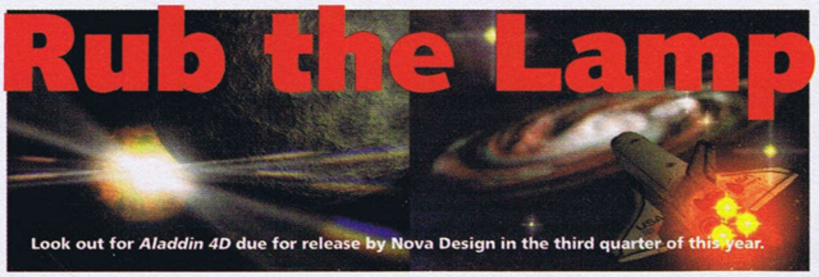
The latest version of *Lightwave* will be here very soon and you too will be able to create images like these.

# See the Light Again

Newtek have just finished work on the latest version of their excellent 3D program *Lightwave*. After being premiered at the NAB show in the States earlier this year version 5 boasts several new features.

Premier Vision will be distributing this new version by the end of June and are expecting upgrade prices to be in the region of £265. The program will have all the features of the previous versions as well as 200 more. These include metanurb modelling, advanced bone and inverse kinematics functions, muscle controls and loads of new HIIp modules. For more details either visit NewTek's website at: **http://www.newtek.com** or call Premier Vision on 0171 721 7050.

# Rub the Lamp



Look out for *Aladdin 4D* due for release by Nova Design in the third quarter of this year.

One of the most powerful and elusive 3D packages on the Amiga, *Aladdin 4D*, has been bought by Nova Design, the creators of *ImageFX*. *Aladdin 4D* is known for its spectacular particle systems and realistic gas and liquid effects. As well as adding several new features Nova Design will also be changing the appalling interface.

This should mean the program will come closer to reaching its potential and also become more widely available.

The company is also working on *ImageFX 2.6* which will also contain a range of new features and you should expect to see both of these products later this year. Contact Nova Design on 001 804 282 5668.

## SPECIAL OFFER

To celebrate the release of two new Amiga books, Bookmark publishing are making a special offer to readers of *AF*. *First Steps Amiga*, written by Paul Overaa, intends to inform new users how to set up and use their Amiga, assuming they know nothing about computers.

*First Steps Amiga Surfin'* by Karl Jeacle is about starting on the Internet with your Amiga.

Both books retail at £6.99, but if you use this voucher, you can order either or both books at £1 off including post and packaging (add £3 to overseas orders). Contact Bookmark publishing at: Bookmark Publishing Ltd., The Old School, Greenfield, Bedford MK45 5DE. Tel: 01525 713671 Fax: 01525 713716

BOOKMARK PUBLISHING £1 off

## The Bradford Column



Someone was telling me that, within a few years, there could be as few as ten software publishing operations left. How ridiculous, I thought, there are well over 100 publishing firms and many of them are doing extremely good business. His reasoning though, was based on the fact that to develop a new title these days can cost anything between £500,000 and £10M with a two year gestation period. Therefore it will only be the super-publishing groups who will have the cashflow necessary, and many of today's smaller publishers will be swallowed up by the bigger ones and be solely development groups.

I'm not convinced, but it's a reasonable argument – and, if nothing else, it surely proves how foolish some of these companies are to write off the Amiga. What other machine can anyone (with a little application and a copy of *Blitz Basic*) design and write a commercial-quality package on for less than £500? Okay, the end result may not have the sales potential of some of the newer formats, but there are very few titles which sell in huge numbers these days.

**It is so often the 'one bloke with a dream' who came up with the original ideas**

Publishers should actively encourage Amiga coders as it is so often the 'one bloke with a dream' who came up with the original ideas (Lemmings, Worms, to name but two – both written originally on the Amiga).

With such huge budgets having to be apportioned to new CD-ROM concepts, there is every likelihood of publishers 'playing safe' and producing endless variations on previously-successful themes and this only results in the consumers becoming increasingly jaded with the end product.

I don't know of any successful title, on any other format, which was written by a so-called amateur programmer. And if someone asked me how they could write a game on Saturn, PlayStation, or even PC, I wouldn't be able to tell them. But Amiga, that's a different proposition altogether.

The other thing in its favour, from a publisher's point of view, is that there are many people out there actually writing games at home. They may need a bit of tidying up but with programmers funding their own development in their own time, the need for huge budgets is eradicated – they're being presented with an almost-complete product.

I don't know, perhaps the answer is for me to start a publishing operation specialising in Amiga. Actually, that's not such a bad idea. Written any good games lately? Shoot Dale Bradford down in flames via fax, if you want to on: 01633 896087.

The opinions expressed in this column are those of a fine, upstanding individual who will hopefully call off his solicitors after we mistakenly described him as a Keith Chegwin lookalike...

"You're a future hacker (it's 2054). You work for a corrupt organisation called 'The Company'".
Join **Andy Smith** on his mission
ACCESS DENIED PAGE 51





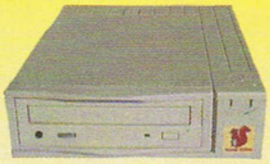


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|---|---|
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With HiSoft Zip Tools.

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Both packs include the external CD-ROM drive, Classic Squirrel interface and 2 free CD-ROMs
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**The SuperDouble Pack £189**

Based on a superb 2.4-speed Sony CD-ROM, this is a tremendous value-for-money, award-winning pack.

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|---|---|
| Jaz 1Gb SCSI inc 1 cart | £529 |
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Available in internal (3.5") or fully-cased external versions.

## ENTERPRISE 288 MODEM

Introducing the brand-new Enterprise 288 modem from HiSoft. This V34, 28.8kbps fax modem is your perfect companion for super-fast access to bulletin boards, sharing information with your friends and colleagues or exploring the mind-blowing power of the Internet.

Whatever your needs, the Enterprise 288 modem will meet them and, together with Net&Web and Surf Squirrel, often exceed them!

| | |
|---|---|
| Enterprise 288 Modem with lead | £169 |
| inc Net&Web Internet pack | £199 |
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*Every pack includes one month free Internet trial with either The Web or Demon Internet!*

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|---|---|
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| Cinema4D Rendering Package | £199.00 |
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| Termite Comms Program | £39.95 |
| Twist 2 Relational Database | £99.95 |
| Aura 16-bit stereo sampling | £99.95 |
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| First Steps Amiga Book | £6.99 |
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# Join us!

**Networking is something which is shrouded in mystery on the Amiga. Is it really possible to link Amigas together? How? How fast is it? How much will it cost?**

**WHAT'S IN THIS FEATURE**

The answers are usually confusing and full of jargon – although in this case they are "yes", "lots of different ways", "depends" and "as little or as much as you like". We've gathered together as much information on Amiga networking as we could find. Everything from hardware to software is covered. It's time the Amiga stopped working on its own, and became a team player.




Some members of the Amiga family are a little harder to network than others – but there are solutions, even for the recalcitrant $CD^{32}$

## WHAT IS NETWORKING

A lone computer is a powerful thing, but a computer which is linked to other computers is more powerful still. A network is so much more than a convenient way of copying files. A network opens up entirely new and exciting ways of working.

We've all seen how the Internet has exploded in popularity, giving everyone access to more information than ever before. Information access is what networks are all about. A network will let you share files with other users, so you can all work together on a project. Or many computers can make use of expensive peripherals such as large removable hard disks, CD-ROM drives or printers. Networking makes it possible for many Amigas to work together as one, rendering frames for an animation for example.

It's not just Amiga's which can benefit either. Networking has several standards which are cross-platform: in other words, you can connect your Amiga to PCs, Apple Macs, UNIX boxes or even the biggest network of them all: the Internet.

## CHEAP AND CHEERFUL NETWORKING

If you want to quickly copy some small files between two Amigas, the easiest way is often to copy the files to floppy disk and walk over to the other machine. This no-tech approach is often called "sneakernet", and the great advantages are that it works well and it's very cheap.

However, when you want to copy lots of files or files which are too big to store on single floppy disks you start to run into problems. Yes, you could use external Zip or Jaz drives and sneak across with the cartridges. Or you could use Split and Join utilities to chop a file into parts and transfer each one at a time. It's not a fun solution though.

Computers are supposed to be good at moving information, and relying on moving magnetic disks from one place to another isn't particularly impressive.

If you have used a modem to dial into a Bulletin Board or the Internet, you'll know that moving data is what they are designed to do. One way to copy files between two Amigas is therefore to use two modems, and set one to dial the other. Using standard terminal emulation software you can then copy files using *ZModem* protocols.

This solution has the disadvantage of costing money as the modems need to be dialed into BT's network.

So, do without the modem. Use the Amiga's serial ports, but do without the modems. For this trick you need a null modem cable, which is wired in such a way as to make the Amiga's believe they each have a modem attached. Run the terminal software of each machine, and then you should be able to copy the files across.

Any problems? Yes, two. First of all this serial link isn't particularly fast. Serial links send one bit of information at a time, and this is a slow process. Secondly, it's quite a nuisance to use a terminal emulator and mess around with baud rates, bit protocols and *Zmodem* uploads. Serial links are great for games (*Stunt Car Racer, Lotus, Knights of the Sky*) but for serious data transfer they leave a lot to be desired.

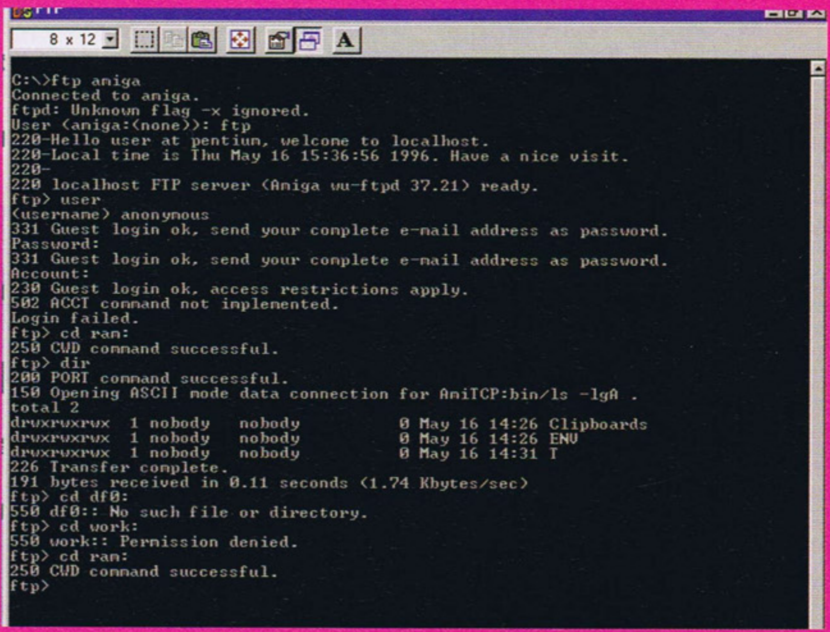
## EASY PC LINKING

**Swapping files between Amigas and PCs is such a common occurrence that many Amiga owners have *CrossDOS* permanently installed on their Workbench. However, networking between the machines is a little harder.**

**As always, Ethernet offers the easiest and fastest solution. Windows95 has built in support for TCP/IP which makes a basic file-swapping link possible. If you like other operating systems, the freeware UNIX clone Linux is another option. It runs on the PC and with it you can do all sorts of clever things from linking via SLIP, using the Amiga as a terminal or running an XWindows system.**

**Thankfully, there are less expensive and techy solutions. The null-modem trick works perfectly, but the program *TwinExpress* is even easier to use and makes swapping files relatively straightforward.**

**Networking makes it possible for many Amigas to work together as one, rendering frames for an animation for example**




Copying files between machines on a TCP/IP network is made possible with FTP. Here a PC has logged into an Amiga and is getting ready to send some files over.

# PARNET

*ParNet* is a budget-basement networking solution for connecting two Amigas. It works using a special cable linking the parallel (printer) ports, and only works between Amigas: not with Amigas and other machines (that said, a program called *ParNet-PC* is available although it looks quite scary and is not recommended for beginners). There are various versions of the *ParNet* software available, and these are as follows:

PARNET – the original *ParNet* software.

PARBENCH – *ParNet* with a new and easy to use installer.

PARNFS – an updated version of *ParNet*, slightly more stable.

Various utilities are available which run on top of *ParNet*, and these allow machines to send electronic mail to each other and take control of the mouse and keyboard on the remote machine. It is important to use a cable constructed especially for the job: do not use any other kind of parallel cable! The cable has the following connections. Try to keep it as short as possible, and use high-quality shielded cabling.

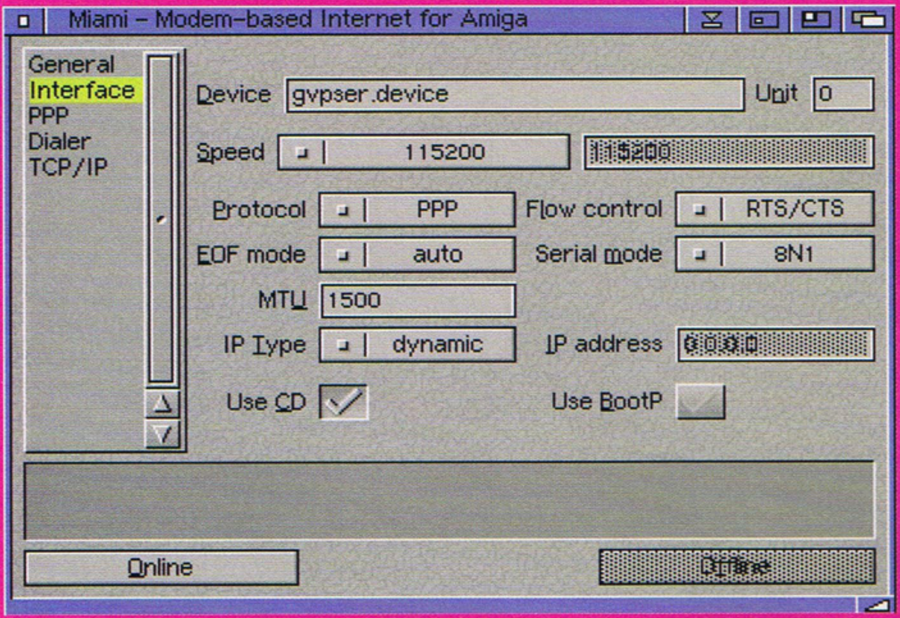
CABLE: Connect D7-D0, SEL, POUT, and BUSY across,
Connect ACK (FLAG interrupt) to SEL locally:

| | | | | | |
|---|---|---|---|---|---|
| (2-9) | D7-D0 | ——— | D7-D0 | | |
| (12) | POUT | ——— | POUT | | |
| (11) | BUSY | ——— | BUSY | PARALLEL PORT | |
| (13) | SEL | --+------+-- | SEL | | |
| (10) | ACK | -/ \- | ACK | | |
| (18-22) | GND | ——— | GND | (18-22) | |

Double check the gender for the DB25 connectors you'll need to connect to your Parallel Port.

| | |
|---|---|
| A500/A2000 | Parallel port is Female so you need a Male connector. |
| A1000 | Parallel port is Male so you need a Female connector. |

*ParNet* is useful when one machine lacks a hard drive. It's possible to make a minimum floppy disk for this machine to boot with: it loads *ParNet* and then boots the rest of Workbench from the hard drive of the other Amiga. *ParNet* has also given a new lease of life to CDTVs. These were Amiga 500's in a smart case with a CD-ROM drive. Using *ParNet*, other Amiga's could access the CDTV's CD-ROM drive.




***Miami*** **is a new piece of software that aims to end the confusion surrounding setting up networking software such as** ***AmiTCP*** **by providing a clear and simple graphical interface.**

Networking systems which use the Parallel ports are going to be faster by definition, as they can shift eight bits at a time, instead of one.

One of the first parallel port networking programs was *ParNet* from the Software Distillery. Using a special DIY cable, *ParNet* is a very clever piece of programming. It creates a "networked filesystem", in that the devices of the first Amiga are available from the second and vice versa. For example, imagine an Amiga 1200 fitted with a hard drive with two partitions called hd0: and hd1: connected up to an A500.

With *ParNet* running, the A500 can access the two drive partitions on the A1200. Icons for them will appear on the A500's Workbench. The A500 can load and save programs. The A500 can even access the A1200's floppy disk port and RAM disk. This is the nearest to "real" networking you can get for free, and it's well worth investigating.

Over the years, there have been advances made to the *ParNet* system. New installers have appeared which make it a lot easy to get the software up and running (*ParBench* for example).

**Continued overleaf ➡**

# Jargon

**10Base2:**
A class of cabling used with Ethernet hardware. Also known as "Thin" Ethernet or "Cheapernet" as it uses relatively inexpensive co-axial cable.

**10Base10:**
So-called "Thick" Ethernet cabling, using largish D-style plugs and sockets.

**10BaseT:**
Ethernet cabling using plugs which look the same as those on the end of telephone wires.

**ARCnet:**
A now defunct networking system similar (but not compatible with) Ethernet.

**AS225:**
An implementation of a TCP/IP stack for the Amiga, originally developed by Commodore.

**AmiTCP/IP:**
An implementation of a TCP/IP stack for the Amiga.

**Baud:**
The number of state changes on a communications line per second. Often confused with BPS.

**BPS:**
Bits per Second. The actual number of bits that are transmitted across a communications link per second.

**Client:**
A program which is used to extract information from a server.

**CSLIP:**
Compressed SLIP. See SLIP. Then compress it a bit.

**Demon:**
The UK's first (and one of the largest) dial-up Internet access providers.

**DNS:**
The database which contains all the Domains and their corresponding IP addresses.

**Domain Name:**
This is an address of a given computer system on a network such as the Internet.

**Driver:**
Software which is written to control a piece of hardware, such as a modem or a networking card.

**Dynamic addressing:**
A system whereby the IP address of a dial-in Internet account is allocated from a pool every time the user dials in.

**Envoy**
A peer-to-peer networking package for the Amiga.

**Ethernet**
A networking system, using hardware which can transmit data at up to 10Mbit/second.

**Continued overleaf ➡**

## NULL MODEM CABLE

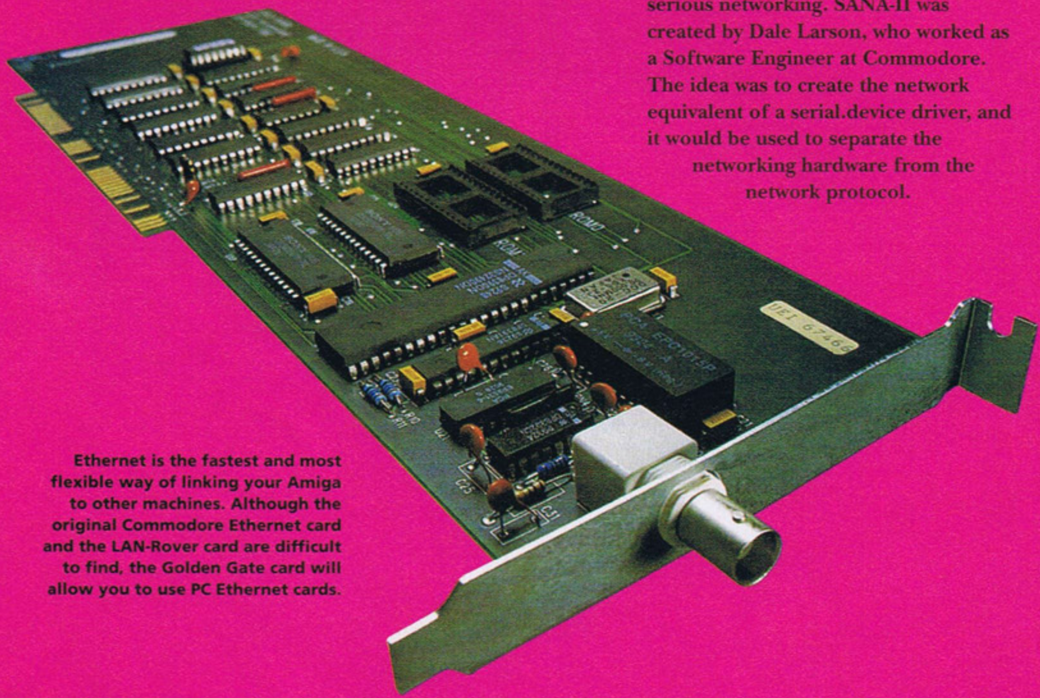
**A null modem cable is used to connect two computers together via their serial ports. The computers can then run standard terminal emulation software and upload and download files using *XModem* or *Zmodem*. Serial leads are also used by many games to offer a "link"so that two players can play at once, or play against each other. Making a null modem cable requires two suitable connectors,and a length of cable. You need to connect GND together on both machines, and then connect RX on one to TX on the other, and vice versa. On a 25 way connector, this means connecting pin seven together, and swapping around two and three. Some software requires additional connections to be made for "hardware handshaking". This means that RTS and CTS need to be swapped (four and five) and sometimes DTR and DSR (twenty and six). Some systems require a Carrier Detect signal. If so, connect pin eight to pin five.**

⬅ New versions of the software which are faster and more reliable (*ParNFS*) or which make use of the serial port (*SerNet*) are also available.

**It was only when the SANA-II standard was developed that the Amiga had any real chance of serious networking**

### REAL NETWORKING: THE SANA-II STANDARD

It was only when the SANA-II standard was developed that the Amiga had any real chance of serious networking. SANA-II was created by Dale Larson, who worked as a Software Engineer at Commodore. The idea was to create the network equivalent of a serial.device driver, and it would be used to separate the networking hardware from the network protocol.



Ethernet is the fastest and most flexible way of linking your Amiga to other machines. Although the original Commodore Ethernet card and the LAN-Rover card are difficult to find, the Golden Gate card will allow you to use PC Ethernet cards.

Here's how it fits into the grand scheme of things:

**Networking Application**
**(e.g. Printer sharer)**

**Network Protocol**
**(e.g. Envoy)**

**SANA-II Driver**
**(e.g. driver for Ethernet card, brand X)**

**Network Hardware**
**(e.g. Brand X Ethernet card)**

The Amiga is a very flexible system, and so is the SANA-II standard. The SANA-II drivers are designed to allow multiple protocols to be used at the same time, and even use the same piece of network hardware. For example, a single Ethernet card with a single SANA-II friendly driver could be used both by a Web browser running on TCP/IP, and share a printer using Envoy.

The advantage of using the intervening SANA-II driver is that it completely divorces the hardware from the software. For example, imagine you have an Amiga running the *Envoy* networking system, fitted with an Ethernet card. The Ethernet card came with a SANA-II driver, which *Envoy* happily uses. Now, remove the Ethernet card and fit an *AmiLink* system which

## TCP/IP FOR BEGINNERS

**TCP/IP is a networking protocol. It looks after how data is transmitted and received, and makes sure it gets to where it is supposed to. It splits data up into little packets, and addresses each one using a unique "IP" address. If the data arrives in the wrong order, or if a packet is missing, TCP/IP will take care of it. This robustness makes TCP/IP ideal for dealing with very large networks such as the Internet, but it can also be used on smaller scale local networks too.**

**As far as the Amiga is concerned, there are several implementations of TCP/IP. Perhaps the most popular is *AmiTCP*, which is available in demo form from Aminet and in full commercial form from Blittersoft. Escom managed to put together their own Internet pack, and this was based on a version of *AS225*r2 (sound familiar?). There are other versions available as well: a version called *Miami* is due very soon. (See our Amiga.net tutorial on page 80).**

**Installing TCP/IP is not a problem: configuring it is an entirely different matter. In order to work properly, The TCP/IP needs to be set-up with vital information which is unique to your system. These settings are contained in various files scattered throughout the installation. This isn't really done to annoy you, it's a consequence of how flexible and powerful the TCP/IP protocol really is.**

**The first information you need sets the name of your machine and its IP address. If you are setting up TCP/IP to interact with the Internet via a Service Provider, they'll probably already have supplied you with this information. They'll also provide the address of the machine acting as a gateway. If not, you can usually make up your own values – although within reason.**

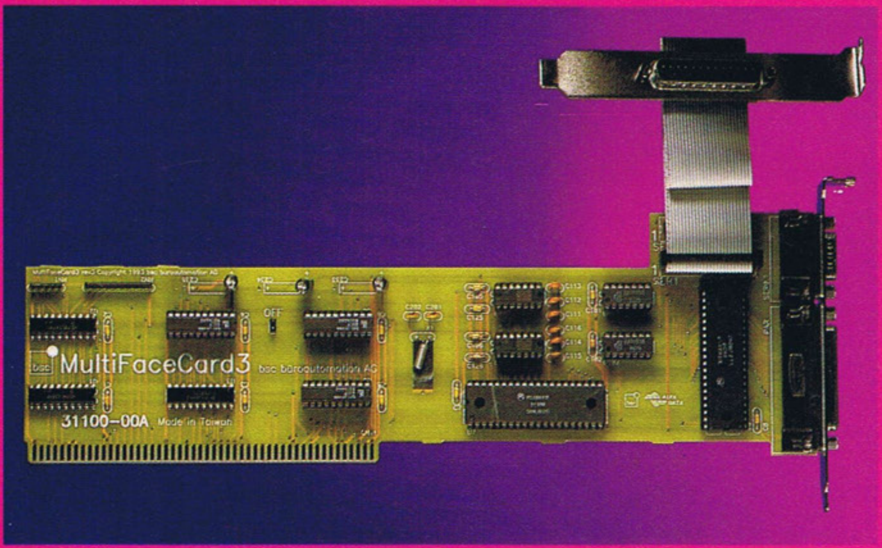
**Some IP addresses have special meanings, so stick to using those within the following ranges:**

**>172.16.0.0 through to 172.31.0.192.**
**>168.0.0 through to 192.168.255.0**

**When using these addresses in your own networks, stay clear of x.x.x.0 and x.x.x.255. I have had most success with the group as a "Class B" address, and most software is happy with these values without messing around with sub-networking and subnet masks.**

**You will also need to define the device driver to be used. Again, if you are setting up a serial link via a modem to a service provider you'll need to specify SLIP, CSLIP or PPP. If you are setting up a local network you should specify the device driver which came with your hardware: for example, an Ethernet card driver or a magPLIP driver.**

**Using TCP/IP can be a nightmare as there are so many things that can go wrong. One common area of confusion is the use of Dynamic addressing. Some service providers give their customers a different IP address every time they log in. To take this into account, you need to write a script which can detect the chosen IP address and set up TCP/IP appropriately. It turns out that PPP is the dial-up protocol for these situations, so find a PPP driver and devour the documentation.**




If you feel the need to network lots of machines, you might consider an extra Zorro card such as the Multiface, which provides extra parallel and serial ports for your big box Amigas.

connects via the floppy-disk ports. However, *AmiLink* also comes with a SANA-II compliant driver which means you don't need to stop using *Envoy* – you simply adjust the settings to make it use the new AmiLink driver instead of the Ethernet driver.

What SANA-II can't do is magically allow different network protocols to talk to one another. You cannot connect an Ethernet card to an *AmiLink* card, or an *AmiLink* card to a serial link. There are ways to get these systems to talk to each other however, and we'll look at those later.

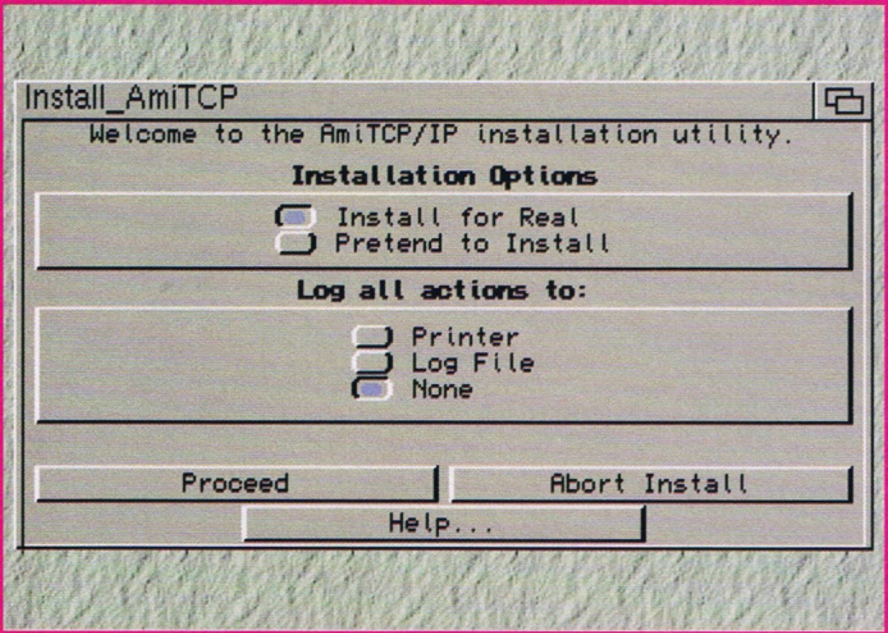
### YES, AND?

You might be wondering why all this talk about SANA-II is important. You might feel that you are unlikely to ever buy an expensive piece of networking hardware. That's fair enough, but there is still a very good chance that you'll come across the SANA-II driver. Remember, networking software doesn't care about the hardware, as long as there is a SANA-II compatible driver – and there are a lot of drivers available. One of the simplest is a version of our friend, *ParNet*, called *magPLIP* by Marius Groger.

The *magPLIP* consists of a SANA-II compliant driver and a description of the special parallel port cable you need to make. Once *magPLIP* is installed on two Amiga's and the cable has been connected, you are free to run whatever network protocol and application software you wish.

If you would rather trust a commercial package, Blittersoft in the UK sell *Liana*. *Liana* consists of SANA-II drivers for its own special (supplied) parallel cable. Again, once you have installed it you can run what you like: however, *Liana* comes with the *Envoy* system which makes for an easy life. *Liana* is the cheapest commercial

**Continued overleaf ➡**




*AmiTCP* is perhaps the most popular implementation of the networking protocol TCP/IP. You can get hold of a demo version from AmiNet or a you can buy the full commercial package from Blittersoft.

# Jargon

**FTP**
File Transfer Protocol – used to swap files over a TCP/IP network.

**Gateway**
A machine which acts as a link between networks. For example, a machine could be acting as a gateway between a local network and the Internet.

**Host**
A machine on a network.

**HTTP**
Hyper Text Transfer Protocol. This is the protocol used for data transfer by Hypertext based systems such as WWW and Mosaic.

**Internet**
The Internet is the worldwide network of computers. Open any newspaper, switch on the TV or ask your granny for more details.

**IP**
Internet Protocol. This is the data communication protocol used as a common layer throughout the Internet.

**IP address**
Every machine in a TCP/IP network must have a unique, 32-bit address. The address is usually written "w.x.y.z" where each number is in the range of 0 to 255. Some addresses have special meanings.

**LAN**
A Local Area Network is one in which the machines are located physically close together.

**LINUX**
Free version of UNIX, available for many platforms including the Amiga.

**Modem**
A piece of hardware which connects to a computers serial port, and allows information to be transmitted on the plain old telephone system (POTS). Thankfully no-one cares what it stands for these days.

**NFS**
Network File System: software which allows computers to share hard drives over a network.

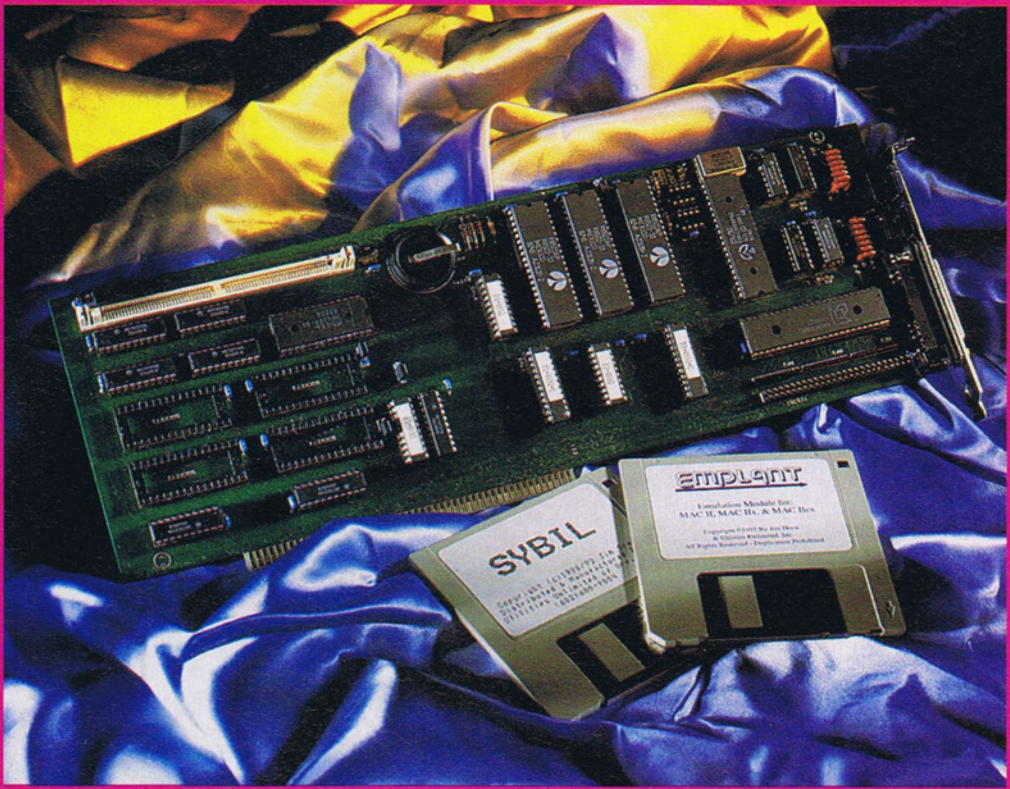
**Null modem**
A cable which connects between two computers using their serial ports. The computers are given the impression they are linked by modem.

**Parnet**
A set of programs and a special cable which provides a basic NFS for two Amigas, connected via their parallel ports.

**Peer-to-peer**
A network in which there is no central server: all machines are equal and are both clients and servers.

**Plip**
Parallel Line IP – a standard for connecting an Amiga to a TCP/IP network via the parallel port.

**Continued overleaf ➡**




← networking system, and is worth considering if you need to connect any two Amiga computers.

If you use the Internet, you'll also have heard of some more drivers: SLIP, CSLIP and PPP. It is the job of these drivers to provide a link via the serial port and usually a modem. They are mostly used by a TCP/IP implementation in combination with a dial-up connection to an Internet Service Provider, like this:

**Networking Application**
**(e.g. *Mosaic* the WWW browser)**

▼

**Network Protocol**
**(e.g. TCP/IP)**

▼

**SANA-II Driver**
**(e.g. CSLIP)**

▼

**Network Hardware**
**(e.g. modem)**

Systems which are linked via parallel or serial ports aren't perfect. They are still quite slow, and of course a standard Amiga only has two of each. This means that trying to network three or more Amiga's isn't possible. These Amiga-specific networking solutions are also incompatible with other non-Amiga platforms.

**Ever wanted to swap a lot of data between your Amiga and an inferior machine such as the PC or an Apple Mac?**

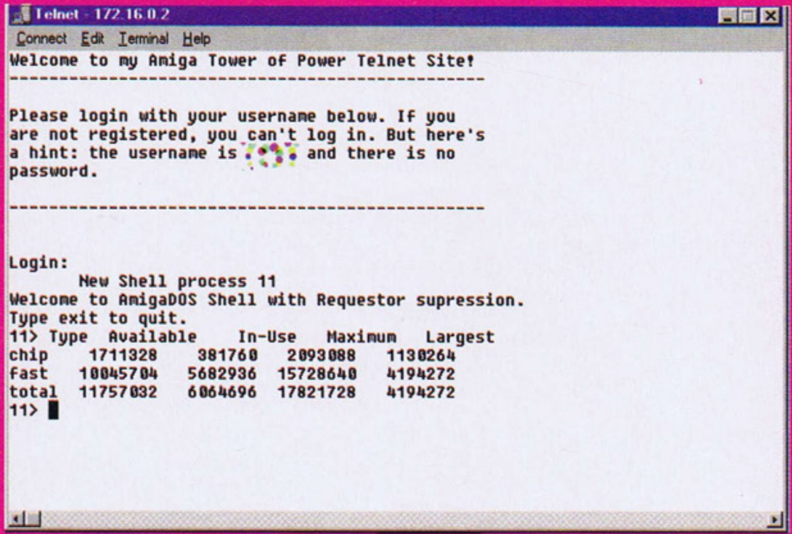
## NOW WE'RE TALKING

Ever wanted to swap a lot of data between your Amiga and an inferior machine such as a PC or an Apple Mac? Bored to the back teeth using *CrossDOS* to carry floppy disks back and forth? Getting irritated trying to build a suitable null modem cable and then waiting for *Zmodem* to upload over a slow serial link?

How would you like to be able to send files back and forward at speeds of 400K a second or better? It can be done – although you will need to invest in some hardware: namely an Ethernet card. Ethernet is a networking hardware standard which has a theoretical speed on 10Mbit/second. It's relatively cheap and easy to use and it's widely available on PC and Apple systems. We'll look at some of the Ethernet solutions for the Amiga next month in a lot more detail.

Now that the machines are communicating, what can you do? That depends a lot on what the machines actually are, and the protocol stack used to network them together. Let's take a simple example to start with: two A1200's networked using *magPLIP*. One choice is to use *AmiTCP* to provide a TCP/IP link.

If this is the case, then to check if each machine can "see" the other on




Here's a PC networked to an Amiga using TCP/IP. At last, the PC is able to have a sensible operating system on it by logging into the Amiga using *Telnet*.

## MASTER MAC LINKING

Networking with ordinary, common or garden Apple Mac's is a little tricky. The main reason is that the Mac has a serial port which uses a special plug, unique to Macs. However, a visit to a local Apple Dealer will sort that out, and you can then knock up a Null Modem. Using any terminal emulation program on the Amiga and a program such as *Zterm* on the Mac, you can upload and download files using *Zmodem*.

More advanced Mac networking requires a little extra hardware. It is possible to fit Ethernet cards to most Macs (SCSI to Ethernet adaptors are relatively common), and the Mac OS understands TCP/IP which means FTP and other tools are available. You can have a little more fun though if you can make your Amiga think it too is a Mac.

The Zorro-card based Emplant emulation includes hardware emulation of the AppleTalk system, which makes it easy to link the Amiga/Mac into an existing Mac network.

The shareware emulator *ShapeShifter* supports SANA-II drivers which means any networking hardware already present on your Amiga will function, although Ethernet cards are the only option when linking up to other Macs.

Rumours of a hardware based AppleTalk adaptor have yet to amount to anything. The latest *ShapeShifter* is quite clever though, in that it allows two Amiga's to be networked using a PLIP-style link -- which means two Amiga's running *ShapeShifter* can be networked using AppleTalk.

## THE AMIGA AND NETWORKING

The Amiga has always been embarassingly poor at networking, and the implications meant a lot more than not being able to use a four player Doom clone with your mates. The lack of networking support has always damaged the Amiga in the "serious" application sector.

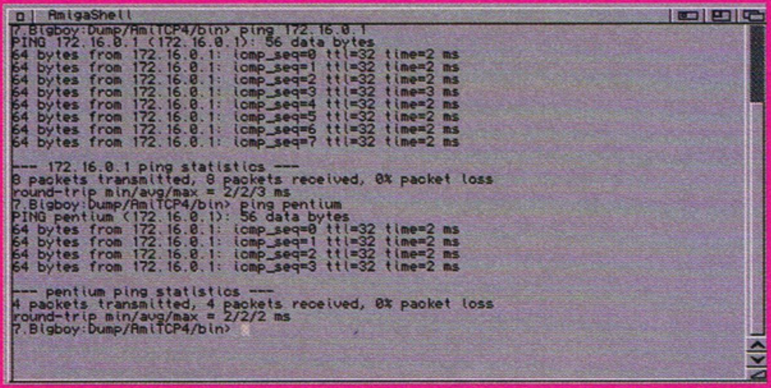
Apple Macintosh computers have extra fast serial ports as standard, and the built-in software provides a system called "AppleTalk" which allows Macs to be easily inter-connected.

Ever since Windows for Workgroups appeared in 1992, networking on the PC became easy. A room full of PCs can be networked together in an afternoon using cards which cost less than £50 each. All the PCs can share printers and files, and data transfere is fast and reliable.

The ability to share data and peripherals is essential in the business world, and it's one reason that despite excellent word processing and graphics applications, an Amiga is not an ideal office machine.

Commodore did develop a networking protocol, AS225. It was a TCP/IP package originally developed by a company called "Ameristar". Release one was finished in 1991, and work on the more useful release two started. Sadly, although various betas where made available, the full package was never released. This has got to be one of the many times Commodore failed the Amiga community.

The problems with networking go back further, right to the point when the Amiga Operating System was created. Remember that the Amiga was ahead of its time, in providing a flexible multitasking graphical user interface when most people used DOS prompts. However, the Amiga was never designed to be a "multiuser" system. Unlike, say UNIX, it is impossible to mark files as for use by only specific users. The memory management system, also adaquate for most single-user applications, isn't up to looking after different programs running for different users. To be blunt, the Amiga doesn't make a great network server -- and this hampers it's use in network environments.




**Listing One: Here is the Amiga testing its link with a nearby networked machine. The first time, the raw IP address is used. The second time, the domain name is used.**

the network, one of TCP/IP's many tools can be used. For example, if the two Amiga's have been given IP addresses 172.16.0.1 and 172.16.0.2, then each can "ping" the other like the example shown in Listing One.

This confirms that the hardware is working, and the software has been configured properly. The next stage is to actually try and do something, such as copying a file. To achieve this, it is necessary to use the TCP/IP tool "FTP". On one machine you must run an FTP daemon program, and on the other an FTP client. When they are talking, you can copy files backwards and forwards.

There are dozens of other TCP/IP tools available. You can open a Shell on the remote machine, or play games such as *Noughts and Crosses* and *Chess*. You can even set up your own World (well, "Room" in this case) Wide Web system and send electronic mail backwards and forwards.

An alternative to TCP/IP is to install the considerably more integrated package, *Envoy*. *Envoy* is a network filesystem which means, like *ParNet*, you can read and write to the disks on the remote machine. *Envoy* also includes support for printer sharing and a whole host of other goodies. However, *Envoy* only works on Amiga's – what if you want to connect up to PCs or to Macs?

On other platforms, the easiest thing to do is return to the land of TCP/IP. Getting TCP/IP running on other platforms is frighteningly easy: Both the AppleOS and Windows95 have support built in and it's only a matter of clicking a few boxes to get it set up. Assuming the network hardware is compatible (i.e. it's Ethernet).

**NEXT MONTH:**
**We'll be taking the most comprehensive look at networking hardware ever, and exploring how you can get your Amiga connected to other computers. Don't miss it!**

**John Kennedy is co-author of the book "UK COMMS", published by Bruce Smith Books.**

# Jargon

**POP**
Post Office Protocol – an electronic mail standard.

**PPP**
Point to Point Protocol – used to allow a computer to connect to the Internet via a dial-up line. Similar to, but better than, SLIP or CSLIP.

**Routing**
Finding the path from one host on the network to another.

**SLIP**
Serial Line Internet Protocol, a way of sending TCP/IP signals down a serial line and hence through a modem.

**SMTP**
Simple Mail Transfer Protocol, used to send mail over TCP/IP links.

**Static addressing**
When your Internet Service Provider gives you a unique and un-changing IP address which you use every time you dial-up. You therefore have a static address.

**TCP/IP**
Transmission Control Protocol / Internet Protocol. The networking system used by the Internet.

**Telnet**
A program which allows a computer to log in to a remote host over the Internet or other network.

**Terminator**
Item of hardware sent back from the future and attached to both ends of an Ethernet network to stop signals from bouncing around and becoming corrupt (and evil).

**WAN**
Wide Area Network. A network spread over a large physical distance.

**World Wide Web**
The collection of linked pages of text, graphics and sound distributed all over the Internet. Access with a program such as *AMosic*, *IBrowse* or *AWeb*.

**UNIX**
Powerful, multitasking operating system. Very popular amongst Internet users.

**Usenet**
Huge bulletin board system which uses networks such as the Internet to propogate around the world.

**ON-LINE INFORMATION**
Check out my own home page where I'll put pointers to on-line networking resources. The address is:
http://www.webzone1.co.uk/www/johnk

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| HARDC | 5 | 1.1 |
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| RELAX2 | 143 | 21.2 |
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| S3M | 79 | 13.3 |
| SCREAM | 151 | 26.2 |
| SETS | 493 | 52.4 |
| SLC | 23 | 5.0 |
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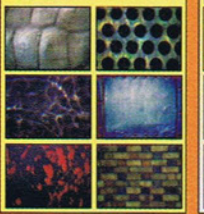
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The pages used have been specially designed to operate most effectively with the control system on CD32 as well as a mouse on other systems.

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The Atlas has been extremely well received by the experts. Here are just a few quotes.

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FUNCTIONS - More that 100 functions covering arithmetical & financial.

DIAGRAMS - All common chart types supported, footer and header, legend and axis labell-ing, output as IFF-file or graphic printout.

PRINTOUT - Out in built-in printer font (draft mode) or as freely scalable graphic (req OS2.0 or higher).

## NET NEWS (OFFLINE)

CODE: CD298
PRICE: £9.99

This is the first in a series of CD published quartly. All Amiga related newsgroups from Usenet and other networks are published on this CD. NetNews Offline is one of the most interested CD released in 96.
"A must have for every owner".

## BLANKERS COLLECTION

CODE: CD295
PRICE: £13.99

This CD contains Blankers that have been released for the Amiga. Many of the blankers are ready to use as well as some for graphics cards and KS1.2. Also includes The latest Shareware programs, lots of modules, animation's and fonts.

## ADULT SENSATION 2

CODE: CD206
PRICE: £19.99

Not only contains 4,000 new colour images but also includes ton of adult related software.

Contains Music Samples, Music Modules, tons of adult stories, adult animations, back & white 70's photo's Adult games and much much more!. (Over 18 Only)

## NOTHING BUT TETRIS

CODE: CD278
PRICE: £9.99

Tetris is the most loved and played computer games of all time.

This CD contains almost 100 variations of the worlds most played game. nearly all the games are ready to run directly from the CD, and archived version are also at have for easy install.

## ADULT SENSATIONS

CODE: CD072
PRICE: £19.99

The first Cd to contain over 4,000 256 colour high resolution GIF pictures and viewers for all machines.

is possibly the Amiga's largest selling Adult title. Work with both PC and Amiga computers. Over 4,000 high resolution 256 colour images. (Over 18 Only)

## GIF SENSATIONS

CODE: CD279
PRICE: £19.99

Over 10,000 high Quality Colour Images on a Double CD Set.

Colour images in the following subjects: Animals, Vechicals, Sports, Technology, cartoon, Raytraced, Fantasy, Science fiction, art, Space and hundreds of more!. The perfect CD set for presentation and DTP.

## WORLD OF CLIPART

CODE: CD291
PRICE: £19.99

Over 40,000 high quality images in various formats sorted together on a double CD pack.

Animals, People, Humour, transport, Inserts, Dogs, cats, Zodiac, Chritmas, Art, babies, technology, Cloths, Business, Educational, Eye catchers, Sealife, Space, Symbols, Christmas.

## GATEWAY! VOL 2

CODE: CD294
PRICE: £ 8.99

This CD offers NetBSD 1.1 which is a full featured UNIX-alike operating system for the i386,Amiga, Sun3, Atari, VAX, DEC and sparc. There are also additional programs and source packages.

## SEXY SENSATIONS

CODE: CD230
PRICE: £19.99

Explore the vast secret images and Pictures!

Each picture on this disc, has no text, no BBS Doors, No borders taking up space.
* Comes complete with an excellent Menu System which makes it easy to view the images quickly.
* Superior collection of photos taken by professional photographers. They have been colour corrected to assure quality.
* Contains Adult material and is not for the faint hearted. If this material offends you in any way please do no purchase the disc.

## PCX CLIPART 2

CODE: CD053
PRICE: £17.99

With a 250 Page Book is crammed full of clipart etc.

Everyone from Juniors to adults will simply love flicking through the 250 page book selecting the pictures.
* Directories such as Animals, boys, cultural images, floral and natural images, girls, holiday images, literary figures, mythological images, scenery, transportation, and work images. Bears, cats, dinosaurs, dogs, insects, horses. Egypt, Native Americans, Polynesia, Persia. Floral & natural images include blossoms, planets, sky, the sun, trees, & weather.

## COLOUR LIBRARY

CODE: CD182
PRICE: £9.99

Divided up into catagories to aid selection.

We have included several useful utilities to enhance the performance

* Animals * Bikes * Buildings
* Boats * Cars * Birds
* Cartoons * Cats * Fish
* Flags * Dogs * Dinosaur
* Flowers * Maps * Computer
* Houses * Helicopter * Men
* Fantasy * Sea * Medical
* Inserts * Misc * Military
* Painting * Places * Planes
* Raytrace * Scenic * Sci-Fi
* Smartart * Ships * Sports
* Things * Trains * War

## AMINET SET 2

CODE: CD220
PRICE: £27.99

Fast access to the wealth of the Aminet!!. Its a Quad Disc Set with the most comprehensive continued.

| | | |
|---|---|---|
| Utilities | 120Mb | 1,000 |
| Documents | 270Mb | 870 |
| Text | 40Mb | 210 |
| Business | 75Mb | 170 |
| Pics & Anim | 630Mb | 2,000 |
| Graphics | 170Mb | 430 |
| Misc | 150Mb | 270 |
| Demo | 630Mb | 2,000 |
| Games | 250Mb | 530 |
| Dev | 110Mb | 340 |
| Disk | 10Mb | 110 |
| Hardware | 5Mb | 60 |
| Comm | 150Mb | 1,000 |
| Music | 30Mb | 120 |

## AMINET SET 1

CODE: CD112
PRICE: £24.99

Quite simply the best CD compilation around "CD". Quad Disc Set.

| | | |
|---|---|---|
| Dev | 141Mb | 800 |
| Util | 103Mb | 1,800 |
| Gfx | 134Mb | 900 |
| Pix & Anims | 337Mb | 1,100 |
| Text | 87Mb | 500 |
| Docs | 39Mb | 400 |
| Demo | 336Mb | 900 |
| Game | 160Mb | 1,000 |
| Comms | 86Mb | 1,100 |
| Hardware | 6Mb | 100 |
| Business | 63Mb | 300 |
| Disk | 12Mb | 200 |
| Misc | 109Mb | 500 |
| Mods | 358Mb | 2,700 |

## MEETING PEARLS 3

CODE: CD224
PRICE: £8.99

Germany's most popular Amiga CDROM has grown by a new addition!

| | |
|---|---|
| 3Mb | CD Utilities |
| 35Mb | Graphic Programs |
| 21Mb | Comms & Networking |
| 5Mb | Debugging Tools |
| 29Mb | Development Tools |
| 13Mb | Floppy disk, Hard Disk, SCSI |
| 8Mb | Educational Programs |
| 10Mb | Crunchers & Archivers |
| 39Mb | Internet Movie Database. |
| 7Mb | Midi Tools and Programs |
| 39Mb | Music Modules & Software |
| 13Mb | AmiTCP and Networking |
| 60Mb | Docs, CD Databases, etc |
| 96Mb | PasTeX v1.4 |
| 45Mb | Utilities & HTML-Pages. |

## THE SOUND LIBRARY

CODE: CD101
PRICE: £19.99

Over 1.2 GIG of SOFTWARE

A Double Disc Set with the most comprehensive collection to date.

* MIDI - files various formats.
* Over 6,500 Music Modules.
* Over 1,000 Music VOC Files.
* Over 1,000 Music WAV Files.
* Over 1,000 Music Samples.
* Ready to Run - 100's of Music reltaed software packages, Editors, Mixing, Converters, Sequencers, Drivers, Players, Trackers, etc.

* Also includes loads of ready to run software.

## SCI-FI SENSATIONS

CODE: CD207
PRICE: £18.99

is an exciting new Double Disc Set

Containing over 1000Mb of Science fiction related software. images, Music, Anims, 3D objects (Imagine & Lightwave), Sound FX, Documents, Tunes, Information and Games.

* Thunder Birds
* Aliens
* Next Generation
* Deep Space 9
* Batman
* Bladerunner
* Total Recall
* Battlestar Galactica
* Babylon 5
* Star Trek
* 2001
* Voyager
* Dr Who
* Robocop
* Tron

# CDROM BASED

* Special offer or sale price

| | | |
|---|---|---|
| CD010 | GOLD FISH 1 | £19.99 |
| CD028B | FONTS & CLIPART | £9.99 |
| CD033 | THE AMOS LIBRARY | £16.99 |
| CD034 | ASSASSINS GAMES | £9.99 |
| CD040 | EUROSCENE | * £4.99 |
| CD042 | W.SCIENCE CLIPART | * £7.99 |
| CD043 | W.SCIENCE FONTS | * £7.99 |
| CD044 | SOUND TERRIFIC | £19.99 |
| CD051 | PRO IFF & PCX | £9.99 |
| CD057 | LIGHT ROM 1 | £39.99 |
| CD058 | GOLD FISH 2 | * £14.99 |
| CD059 | AMOC 2&3 | £19.99 |
| CD060 | HOTTEST 4 | £7.99 |
| CD061 | VARIOUS 1-1500 | £7.99 |
| CD062 | LSD TOOLS | £7.99 |
| CD066 | TOWN OF TUNES | £19.99 |
| CD067 | ILLUSIONS 3D | £5.99 |
| CD071 | ULTRA MEDIA 1+2 | £14.99 |
| CD072 | ADULT SENSATIONS | £17.99 |
| CD078 | EMERALD MINDS | * £9.99 |
| CD097 | FRESH FONTS | £14.99 |
| CD098 | W/S ANIMS | £17.99 |
| CD099 | LSD TOOLS 2 | £19.99 |
| CD103 | FRESH FONTS 2 | £19.99 |
| CD108 | BEAUTY OF CHAOS | £4.99 |
| CD113 | GIGA GRAPHICS 1,2,3,4 | £29.99 |
| CD114 | THE LIGHT ROM 2 | £39.99 |
| CD115 | FRED FISH TEXTURES | £39.99 |
| CD117 | CD BOOT V2.0 | £24.99 |
| CD141 | THE LIGHT WORKS | £19.99 |
| CD143 | TETRA SOUNDS | * £4.99 |
| CD147 | CD WRITE | £44.99 |
| CD156 | MAGIC ILLUSIONS | £7.99 |
| CD165 | GATEWAY | * £7.99 |
| CD168 | UPD SET 1 | * £24.99 |
| CD176 | CRAFTWORKS | £8.99 |
| CD183 | GURU ROM | £49.99 |
| CD186 | GROLIER ENCYCLOP | £24.99 |
| CD190 | IMAGINE 3.0 ENHANC | £39.99 |
| CD191 | LIGHTWAVE ENHANC | £39.99 |
| CD192 | SUPER CARS - PICS | £4.99 |
| CD199 | GLOBAL EXPERIENCE | £23.99 |
| CD202 | FROZEN FISH 95 | £19.99 |
| CD203 | WORLD INFO 95 | £19.99 |
| CD205 | ARCADE CLASSICS | £14.99 |
| CD206 | ADULT SENSATIONS 2 | £18.99 |
| CD211 | ASSASSINS GAMES 2 | £18.99 |
| CD213 | LSD COMPENDIUM 3 | * £14.99 |
| CD219 | FRESH FISH 10 | £19.99 |
| CD225 | AMIGA TOOLS 3 | £24.99 |
| CD226 | XI PAINT v4.0 | £39.99 |
| CD227 | GOLDFISH 3 | £19.99 |
| CD228 | GAMERS DELIGHT 2 | £24.99 |
| CD230 | SEXY SENSATIONS | £19.99 |
| CD234 | ZOOM 2 | £18.99 |
| CD236 | W/S COLOUR ART | £7.99 |
| CD237 | OCTAMED 6 | £29.99 |
| CD247 | PERSONAL SUITE | £39.99 |
| CD272 | UNIVERSE OF GIFS | £14.99 |
| CD276 | HORROR SENS | £19.99 |
| CD277 | ADULT 3D SENS | £19.99 |
| CD278 | NOTH BUT TETRIS | £9.99 |
| CD279 | GIF SENSATIONS | £19.99 |
| CD280 | 3D IMAGES | £9.99 |
| CD281 | NEW WORMS EXTRA | £ RING |
| CD282 | NEW 2,500 TEXTURES | £ RING |
| CD283 | NEW DEM ROM | £ RING |
| CD284 | NEW DESKTOP VIDEO | £ RING |
| CD285 | NEW AMIGA 3D | £ RING |
| CD286 | SCENE STORM | £19.99 |
| CD287 | EPIC COLLECT 2 | £19.99 |
| CD288 | MWB ENHANCER | £14.99 |
| CD289 | W/B ADD-ONS | £24.99 |
| CD290 | WORLD OF CLIPART | £18.99 |
| CD291 | WORLD OF SOUND | * £4.99 |
| CD293 | AMINET 11 | £12.99 |

* Double check prices when ordering as many of the above are Special Discounts

# HARDWARE

* Internal 6 speed Commodore Branded IDE CD Drive with IDE-Fix (registered ver).
* £75 |Commodore 6 speed CDRom Drive
* £50 for software ide-fix (shware version of the software is also avaible for free with any cdrom or cdrom drive purchades).
* 540Mb 2.5inch hard drives £130 including install software & internal connection lead.
* Come down to our NEW shop show/room & collect your h/ware open 6 days a week.

# PROGRAM + TEK

**^+ V0298NORTHC V1.3 (AB)**
The latest update on the public domain 'C' environment for the Amiga that I am aware of.

**^+ V0523DICE C COMPILER (AB)**
Contains Matthew Dillons full featured, powerful C compiler and environment system.

**^+ V0786PASCAL**
Contains everything needed to program in Pascal. Includes A68k 68000 assembler. Blink, Linking software and PCQ, a modest Pascal sub set compiler.a

**^* V1041DIGITAL BREAD BOARD**
is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input etc

**^+ V1056DEVELOPER**
Contains the official Commodore developers kits for the Amiga Guide and Commodore Install utilities.

**^+ V1060CIRCUIT BOARD DESIGN**
Several terrific routines for the electronic enthusiast. Includes PCBtool, a circuit board design tool.

**^+ V1209GNU C++ COMPILER (3) [HD]**
Theses disks consists of the latest version of the GCC environment, Thus the compiler, driver, assembler, linker, header files inline code generation of library calls.

**^+ V1213PROGRAM LANGUAGES**
ACE v1.02, is a PD Amiga BASIC compiler which, in conjunction with A68K & Blink produces stand alone executable's. run time shared libraries are required.

**^* V1227GAD TOOLS V2.2C**
A standard Amiga shared runtime library which makes it a lot quicker / easier to build standard requesters into programs. Designed with CBM's guidelines in mind.

**^+ V1384HOW TO CODE IN C (AB)**
Coves Debugging, Intuition and Graphic, Kodbibliotek, Tips & Tricks, Anropa AsmFranC, Dos Intuition, WB start, DMake, GadToolsBox and Power Source.

**^+ V1430N.D.U.K V37 (ABCD)**
Portions of the Commodore Native Developer Update Kit that can be licensed for distribution. Includes the fd files, libraries, startups, C include files, and tools

**^+ V1905MATHS FORMULA EDIT V2.1**
MathScript is a formula editor, which is used to integrate mathematical formulas into word processors or DTP programs. It has an extensive amount of mathematical and physical symbols and many control codes for creating fractions,roots, exponents.

**^+ V1909REQCHANGE V3.6**
Patches Intuition, ASL, ARP & REQ to use the Req Tools requesters instead. It also adds a couple of extra features, like an Assign Wedge, the possibility to send ARexx commands when a patched requester appears, & several options to configure how the patches behave.

**^+ V1919MOTOROLA CROSS ASSEMBLER'S V2.0**
Assembler's AS0,1,4,5,9,11

# UTILS & POPULAR

**^+ V1362CHECKERS TOOLBOX**
Incredible Amiga diagnosis program. Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairer to get it fixed. It may save you a bob or two!

**^+ V1405VIRTUAL UTILITIES**
Contains 5 utils containing everything needed for any Amiga user to make virtual memory from their harddrive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount mapped to a file on the harddrive.

**^+ V1719TELETEXT V2.3**
View Teletext (also know as Teletekst, Videotext, Ceefax, Skytext, Supertext etc.) on your Amiga. It is suitable for any PAL Amiga (read @{ System requirements link systems req } for more info, because it uses the parallel port to interface with the hardware. An electronic switch is provided to easily switch between the TeleText decoder and a printer.

**^^ V1335LIBRARIES & DATATYPES**
This is a disk packed full of Amiga Workbench 3.0 Libraries and Datatypes, There's 47 Libraries from A to Z all libraries covered are right up to date and waiting to be installed. The disk also have installation notes to aid the beginners. also files in the L and Devs/DosDrivers drawers that can be copied or assigned.

**^+ V1641SUPER KILLERS V10.0**
The latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZ II v1.07, and VT v2.67, Req the use of LHA which is in the c directory.

**^* V1017POST V1.86ENH (ABC)**
PostScript interpreter which implements the full Adobe language. Supports Adobe type 1 and type 3 fonts, screen output, file output, and printer output.

**^+ V1593EPU DISK STAKKER V1.7**
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed & when any compressed file is read by any application it will be decompressed.

**^* V1039HD INSTALLER (AB)**
Bought an A1200 machine and are having trouble with your hard drive why not install it correctly.

**^* V1136DISKSALVE 2**
Repair your hard drive with this. recommended.

**^+ V1326C: COMMANDS & LIBS**
The C: and LIBS disk contains over 100 commands lie within the C directory. Over 20 LIBRARY's are within the LIBS directory. Use them for your disks. They can be used to spice the disk up in appearance and in usage.

**^+ V0490MESSY SID II**
once loaded will read MS Dos disks, Convert any text (asc) files on to an Amiga dos disk so that they can be loaded into any standard Word processor. The program will also convert the text back to your IBM disks.

**^+ V1611SNOOPDOS V3.0**
Log's all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

**^+ V1928VIRUS WORKSHOP V4.8**
This is the one and only Virus Workshop by Markus Schmall. Now in the Version 4.8 . Test it!

**^+ V0424ANTIFLICKER**
A program to stop the Flickering when you use the Amiga in Hi res move.

**^+ V1669TUDE V1.0**
is a very extensive and easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLL version so most people will have no trouble using it. A highly useful tool for all Amiga owners. Good.

**^+ V1523RELOKICK V1.41**
ANOTHER(!) version of ReloKick. Galahad of Dual Crew did ReloKick 1.4, so I decided to improve on that!

**^+ V1356NOERRORS V1.3**
Its main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without DOS showing read/write errors.

**^+ V0662DCOPY V3.1**
Best PD copier on the Amiga. No new Features over 2 but has been updated with new code information.

**^^ V1164(AGA) ASA FIX DISK**
An entire disk full of utilities for those A1200 and A4000 owners out there who can not for the life of them get some of there favourite games or demos to work.

**^* V1360WB2.0 TUTORIAL**
There is a lot more options open to you than just playing games. In the chapters Files Explained & Menus. attempt to explain the workings of WB2.as the manuals supplied with your Amiga.

**^* V1242RE ORG V3.11**
is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High Density drives.

**^+ V0685APRO ASTROLOGY V3.5**
Astro_22 as released is a starter program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds of arc. I intend to increase the usefulness of the program to eventually cover all aspects of the subject which will appeal to professional as well as novice astrologers not wishing to pay 200+ for a decent package. Updated version

**^+ V0489AMIBASE PRO II**
This is the latest database program which is an update

**^+ V0827REPAIR IT V2.01**
An essential set of tools for recovery. Disk speed reports the speed of a selected drive. DiskSalv will try to recover as much data as possible from a corrupt disk. HDTool will install the OS3 disk caching and FFS to the hard drive of a lesser operating system.

**^^ V1661NATIONAL LOTTERY**
This is a national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week to week until it has sufficient data to make certain types of predictions or just a random guess. Good.

**^+ V1679COP THE LOT**
Lottery prediction/database which can store the previous lottery results and also select random numbers etc.

**^+ V1771COURSE FORM**
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details, and then it will try to predict the winner of the race. Good.

**^+ V1778LOTTERY CHECKER**
is a great tool for checking lottery numbers. Good for office syndicates. Find 'A' Date is a database which stores and matches people up for blind dates. Sneaker is used to view and change binary files, technical users are always finding these programs useful.

**^* V1836MRBACKUP V2.1.4**
is a hard disk backup program for the Commodore Amiga family of computers. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

**^+ V1837DISK DOUBLING V1.9B**
This package allows you to create virtual partitions pn your HD. Files stored in such partitions get automatically compressed and decompressed whenever you access them, in a transparent way.

**^* V1838VMM V3.0**
A virtual memory manager for Amigas with a 68040,68030 or 68020+68851 processor.

**^+ V1932X-FILES GUIDE**
The X-Files Guide disk is full of very usefull information if you are interested in the x-files. It contains over 674k worth of text, ranging from episodes 1 and 2 to the x-files transcript. It also has a survey you can fill in and send off to the auther of the disk.

**^+ V1949MORE HD INSTALLERS**
This disk contains the latest installers for the following games: ABASE, Arnie 2, ATR, Bump 'n' Burn, Naughty-ones, Rise of the Robots, Sensible World of Soccer, Shadow Fighters, Lion King, MKII_PAFIX, Parasol Stars, Rock'n'Roll, Skimarks 2, Skeleton Krew, Super Stardust, SoftB3, Trolls and Uridium 2.

**^+ V1963VIRUS WORKSHOP V5.1**
This version of Virus Workshop is as good as any of the others or even better. You can check every single file on there own or all together. If it finds a virus it will tell you what it is and exactly what to do to gat rid of it. This is probably the best version of Virus Workshop so far and well worth buying.

**^+ V1965BALLS**
Balls is yet another lottery predictor program. It is actually quite good apart from the £5 fee if you want to get the registered version. It can predict random numbers or numbers from pre-entered numbers of upto 72 weeks earlier. A well presented lottery predictor, if your into all the lottery hype get this.

**^* V1969AQUARIUM SIMULATOR**
3d Aquarium Simulator (uses MUI2.0). check it out.

**^+ V1982SCOUT V2.1**
Scout is a tool that allows you to monitor your computer system. It displays many different things like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc.

**^+ V1983DOPUS UTILS 2**
This is the second selection of utilities for use with the most popular Amiga Disk utility Directory Opus.

**^+ V1997LOTTERY PREDICTOR**
Another lottery prediction system. This latest addition has a few added advantages over the other available. For a start this one uses intuition fully so it multitasks and it uses only a small window on your workbench. Also it looks very nice! The added touch of the lottery symbol makes all the difference. The best lottery predictor yet.

**^+ V1998AMIGADOS GUIDE V1.5**
A very handy program for those who want to learn more about Amiga DOS or those who simply want an easy reference for commands etc.. The program consists of an easy to use point and click system with a index.

**^+ V1999COP THE LOT PRO**
Yet another lottery program. This one will only generate random numbers, there is no option to actually make any sort of calculated prediction. There is also a Numbers drawn database and a My guesses database to help you keep a record of the numbers you have been choosing.

**^+ V2000BACK DOOR V6.0**
This is the latest version of this now quite well known game cheat database. There are cheats and tips for hundreds of different games including a lot of recent titles. There are even long entries for games such as Dune II, which is a tactical game, detailling good methods of play

**^+ V2001NATIONAL LOTTERY**
This program is more than just a random number generator. It uses uses a special History formula with Chaos Theory to produce a more accurate prediction.

**^+ V2004LOCKUP V4.0**
is the newist version of the old utility Lockup which basically allows you to Lockup your hard drive with a password to enter and get it going again.

**^+ V2005SHAPE SHIFTER 3.2**
is a multitasking shareware Macintosh-2 emultor for the Amiga. It allows you to run mac software withour additional hardware. New updated verion.

**^+ V2014MESSY SID 3.0**
this is the latest verion of which will read and write PC Floppy disks 720k or 1.44 if your drive can take it.

**^+ V2015MOVIE MAKER 2.0 (AB)**
have you ever wanted to create your own movie and see it flourish in the Oscars, then nows your chance.

**^+ V2026ROUTE PLANNER**
Highway trip planner. Requires MUI 2.2

**^* V2051DOPUS 5 EXTRAS VOL 1 (AB)**
This set of disks contains a selection of new archives for use with DOpus v5.0. ArcByName - Arc-script for Dopus5 and Lha/LZX V1.0. Dopus511 - Patch for Directory Opus 5.0 & 5.10 -> 5.11. DOpusLhARexx2 - Handles LhA archives from DOpus. DOpusReg - DOpusReg.lha: Opus 5.11 fix for AFS problems. DOpus_CleanRAM - DOpus AREXX script for cleaning ramdisk. LhALZXDirDOps5 - Modified LhaDir.dopus5 to work with lzxdir.dopus5. player3_0opus5 - CDDA & soundplayers/saver for DirOpus5. xpkdopus - XPK support for DOpus5 (ARexx&Executable).

**^* V2060GFFT SPECTRUM ANALYZER**
GFFT Version 2.03 is the update to GFFT version 1.12. The GUI is improved considerably (allows any font and screen color setup, has progress indicator, uses tooltypes, etc.), more features are added, bugs are fixed, and a new SpectrumAnalysis.guide is included (with lots of pictures) to explain spectrum analysis.

**^* V2072VIRUS_CHECKER V8.04**
Best virus killer on the Amiga to date. Updated version with bug fixes and updated virus information.

# MWB& W/B

**^* V1043SUPER DARK V2.1A**
A screen blanker with some special features. It is similar to the After Dark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more.2

**^+ V1964COLOUR WORKBENCH**
Allows you to basically change your workbench screen to purple or whatever colour you fancy. It also changes the font from the usual workbench one to one that is really small. There are icons which allow you to change the one's you already use to some they have. They have also included some backdrops for you to use.

**^+ V1968STAR TREK BACKGROUNDS**
Heres some new backgrounds for workbench all based around the Star trek T:N:G series.

**^^ V2045ICONIAN v2.96**
OS3.0 icon editor, NewIcon support.

**^+ V2048CALC**
Arbitrary precision calculator/language

**^* V2053BLITZBANK V1.53 [1.5MB]**
is a very powerful personal accounts system and is ABank compatible. 1.53 fixes two important buggs of the version 1.52 I couldn't wait for having new features because these buggs were really too annoying.

**^+ V2061BERZBENCH V1.1C**
Probably the best patterns for WB

**^* V2062ICONOGRAPHICS V3.0**
is a collection of eight colour icons for Workbench 2 and 3. All standard system icons are included, with many additional icons (PD/Shareware programs, different types of data, custom drawers, and ToolManager dock icons). This release includes about 350 high quality icons. Every icon contains an alternate image that is displayed when the icon is clicked on.

**^^ V2063MWB IMAGEDRAWERS FULL COLLECTION**
This is a full MWB image drawers' collection, I added 42 new drawers since the first release (MWBDrws_474). I was tired of wastin' time every time I was searchin' for a particular image drawer, so I collected all the drawers I found on Aminet in a single collection. I hope this could be useful to someone else, but if you still prefer searchin' through all Aminet files... good luck!!

**^* V2064100 USELESS PATTERNS**
102 background patterns in 2, 4, 8 and 16 colors.

**^^ V2068JTE MAGICWB ICONS 5/6/7/8**
JTE MagicWB Icons 5 - This package includes 90+ new MagicWB icons. JTE MagicWB Icons 6 - This package includes 37 new MagicWB icons, 1 WB pattern, 2 TMbrushes and 96 lame Pattern icons. JTE MagicWB Icons 7 - This package includes 60 new MagicWB icons. JTE MagicWB Icons 8 - This package includes 30+ new MagicWB icons.

**^^ V2069NEW BREATHTAKING PATTERNS FOR MAGICWB**
This package contains 11 photo-realistic backgrounds: Beach.png, BricksGrey.iff, Clouds.png, Confetti.iff, Mountains.png, Pebble.iff, Storm.iff, Stucco.iff, Terrace.png, Thunder.png, Valley.png. You need a PNG-datatype and a program to adjust the first 16 colors of your Workbench to the right colors.

**^^ V2070MWB ICONS, PATTERNS**
A collection of really nice MWB compatible stuff. Guide included.

# PRO-SOFT

* We have set up a Special Offer for you.

If you want more details on any of the following disks or want information / prices for the registered versions ring PRO-SOFT on (0973) 702718.
(a) Each shareware version below comes with a £5.00 discount for the registered version.
(b) Each PRO-Soft disk can be purchased for £1.00 each or £4.00 for all 5 disks. (Please note our min order £10).
(c) Order over 20 normal PD-Soft disks and get all 5 Pro-Soft disks **"FREE-OF-CHARGE"**.

**^+ V2073PRO-LOTTERY 96**
Don't believe that lottery prediction is possible? Have a look at Pro-Lottery, and you might find that you begin to think otherwise! It DOESN'T pretend to guarantee you a jackpot win, but it does genuinely improve your chances of regular small-medium wins. Ideal for syndicates or individuals.

**^+ V2074PRO-FOOTBALL**
An extremely easy to use, yet powerful prediction system for use on both football pools and football fixed-odds. Evaluates each match, and presents you with the most likely outcome. (Amiga Shopper Star-Buy, Amiga Format Selection Of The Month)

**^+ V2075PRO-GAMBLE v2.2**
An easy to use, yet surprisingly accurate, horse race prediction system. Requires little racing knowledge - just any daily newspaper and 20 minutes! Generates predictions in a useable format (eg: Placepot), and can even calculate your winnings for you!

**^+ V2076PRO-GREYHOUNDS**
As Pro-Gamble, but for the dogs - Very user-friendly.

**^+ V2077BOOKIE BEATER**
Ever been unsure as to which selection in an event you should back? Bookie Beater allows you to bet on more than one, safe in the knowledge that you'll make the same profit no matter which one wins! Can be used for any 'bettable' event.

# EMULATORS

**!+ V0817A500 PLUS EMULATOR**
Have amiga 500 and want workbench 2.0 then just install this disk onto your floppy 1.3 version of workbench or your HD for complete WB2 compatibility.

**^* V1178KICKSTART 3 EMU**
Kickstart 1.3/3.0 emulator and decibel patch program will give you the option to have kickstart 1.3 or 3.x(as used in NEW Amigas) in your Amiga. This is much enhanced over the version that was given away free.

**^+ V1336THE BBC EMULATOR**
Contains commands to allow existing files to be transferred from a BBC with DFS by means of a serial cable.

**^+ V1659MSDOS/AMIGADOS V2.3**
This is a very interesting utility which should be useful to anyone who uses both PCs and Amigas. The tool allows you to create a directory on which you can store MSDOS commands and then they can be used through the shell as if they were AmigaDos commands. Great.

**^^ V1868PC TASK V3.1**
is the first and only software 80286 emulator for the Amiga range of computers. Transfer files between your Amiga and MSDOS. Compatible with MS Windows 3+

**^^ V1931ZXAM v2.0**
The latest Spectrum Emulator available. Basically it allows you to run Spectrum software on your Amiga. Requires the AGA chipset but does require WB3+ and a 68020 CPU or better

**^* V2059FRODO V2.0**
Frodo is a multitasking freeware C64 emu for the Amiga. OS2.1 and a 68020 (or better) are required, as well as copys of the original C64 ROMs, which are not inc.

# OFFICE & PRINT

**^+ V0575HOME BUSINESS PACK (6)**
QED, Text editor. Text Plus 2.2E, Word Processor. AZSpell, Spell Checker & Dictionary. BBase, A Database program. DATA EASY, Another database. BizCalc, Loan calc. LCD, Calc. SPREAD, Spreadsheet. Budget, Personal Finance. UNITS, Various conversions. CLERK, Small business accounts. SUPERDUPER, FLASHERCOPY, Copier's. TYPIST, Typing Tutor. BOOTX, Virus Killer. SYSINFO, System analyser. DOSMANAGER, Directory program. FONTLIST, FONT MANAGER, Utilities. PRINT STUDIO, Printing Tools. (6 disks)

**^+ V1114PRINT LABELS UTLS**
Includes various programs like DOC DUMP v2.1, ENVELOPE PRINT v1.20, INLAY MAKER v1.4, MC MASTER v1.1, BANNER v1.0, LABEL PRINT

**^+ V1279PRINT A CARD**
Want to print a business card or any other type of card then this is the software for you.

**^+ V1222PANASONIC STUDIO**
The PanaPlus driver is a software for controlling printers with the Commodore Amiga personal computer.

**^+ V1236INVOICE PRINTER**
invoice printing that we help aid any small business.

**^+ V0928LITTLE OFFICE**
Its the all rounder do everything, all knowing, all seeing?? Well lets just say its very good.

**^+ V1179FILE-O-FAX**
was designed to enable computer operators to be able to work at their leisure without worrying about forgetting those important meetings,what they had to do on any particular day or locating business colleagues tele no's.

**^+ V1467AWARD CONSTRUCT**
A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from. could also be used to make small posters, signs or leaflets. Easy to use and very effective.

**^+ V1069PRINTER DRIVERS HP**
Deskjet 550 colour driver, Deskjet 500, Deskjet 500c, Ricoh HP1200 400dpi, Canon LBP, Canon BJ300, BJ130, BJ10e, Canon_48, Canon PJ 1080a, HP Paintjet.

**^+ V1278MAIL-O-DEX**
An excellent way to keep names, addresses, Phone numbers, comments etc and then print out labels loads of them in 1,2,3 and 4 columns.

**^+ V1044FANCY PRINTING**
BANNER v1.4, GRAPH PAPER v1.2, DISK PRINT

**^+ V1357CITIZEN MANAGER**
The Citizen Print Manager has been designed in conjunction with Irseesoft.

**^* V1051EASY CALC PLUS**
is a spreadsheet designed to be both easy to use and fast. If the program looks nice, that wouldn't to be bad either. Unlike other software where the author writes the program first, then bolts on a help system, I have designed the help into the program from the beginning.

**^+ V1184AMIGA DIARY**
Amiga Diary is a mouse driven diary capable of storing all personal events and the perfect solution to all those forgotten birthdays, missed appointments etc.

**^+ V0366600 BUSINESS LETTERS**
Over 600 Standard business letters on this disk. Can be used as they are or insert parts into your own letters

**^+ V0782FORMS UNLIMITED**
Designed to help you design and print different forms. There are a wide number of options and controls which allow you to draw simple boxes, lines, etc in order to create forms for many different purposes. Good.

**^+ V0390AMIGA FOX DTP**
The first amiga PD Desk Top Publishing program. Excludes various extra features over the old Word processor, Test Editor, Graphics editor and loads more.

**^+ V1680AWARD MAKER 2**
This is a very good tool for the creation and printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc. Very good results.

**^+ V1751PRINTER DRIVERS**
CANON600 v2.0: EPSON FX 850 v1.0 & LX 800, HP4DRIVER v35.8, HP4LSETTER v2.01

**^+ V1858DB V2.5**
Small/fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look & 3.0

**^+ V1862INVOICE DATABASE V2**
Intra is a rather simple, but therefore easy to use database program that was especially designed to deal with invoice information. Everybody, as we like it

**^+ V1865LEGAL FORM GENERATR**
Generates custom do it yourself legal forms. Database includes forms useful for EVERYONE, plus specialised forms for real estate, small businesses, landlords, employers, etc. Can save you THOUSANDS.

**^+ V1995BEGINNERS TYPING TUTOR**
This is by far the best typing tutor for years I have seen on the Amiga. It is worth every single penny. It consists of two games, one is called the letter game and the other one is called the word game. On the word game you have to type a word in before the timer runs out. A must for all typers.

**^+ V2003REM DATE V2.0**
Rem Date is a calender, reminder and fileofax all in one. I found it quite good to use and would definetly buy the registered version which is availble from the author.

**^+ V2019TEXT ENGINE v3.0**
Allows you to make your every own letters and documents then print or store then on disc.

# 3D & GRAPHICS

**^+ V1247TEXTURE MAPS (ABC)**
A collection of textures for use with the any program that will take high res textures.

**^^ V1554IMAGINE BUDDY (AB)**
Here's some features of the new interface: Draggable and Sizeable text and index windows · Button Gadgets for the Search and Move functions Improved Searching The text is now positioned at matching hypertext links and all matches are highlighted for visibility.

**^* V1229MAIN ACTOR V1.53**
This is an all round animation utility that will create, playback, time and edit animations of any length or format (including graphics cards). Very good. (AB)

**^* V1811IMAGESTUDIO V2.0 (AB)**
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. There are several commercial offerings available, however the casual user is paying a lot of money for many facilities and options they would probably never use.

**^* V1891IMAGEDESK V1.6**
is a program to catalog picture directories by generating small representants of the pictures, so called thumbnails.

**^+ V1907POVRAY RAYTRACER**
Renders in a window on a public screen (even Workbench) with colour sharing. simple HAM/HAM8 support autodetects Cybergfx Screen and renders in direct Colour (15/16/24Bit) if possible.

**^+ V1916XFIG V1.2**
This is an Amiga port of an X11 structured drawing tool that lets the user interactiely create and manipulate on objects such as lines/circles rectangles/splines/text and other elements. Xfig can produce output in several different formats: Encapsulated PostScript, IBMGL (HP/GL), Pic, PiCTeX, LaTeX, box, epic, eepic, eepicemu, textyl, tpic, X11 Bitmap, X11 Pixmap and gif.

**^+ V1922REAL 3D V2.X OBJECTS**
Objects are pretty large in size, espessially the 4 cylinder engine, you might run out of memory pretty fast. My Amiga 4000EC30 + FPU is now equipped with 18MB RAM, and I can now raytrace all of my objects.

**^+ V1925SPACEDOCK STATION**
* 1.3Mb, so you'll need a healthy chunk of memory. * No Slicing was used in modelling, to keep things as small as possible. * Space Doors open using the new States function. * Marquee of Space Door lights.

**^+ V2042RAY STORM v1.11**
Fast raytracer with many features

**^+ V2047SVIEW v5.10**
SuperView V5.10 + Library 12.2

**^+ V2057IMAGINE OBJECTS 1 (AB)**
Contains a selection of objects and extras for Imagine - BLOBS_PRJ - Project to generate a blob animation. DAN_CLASSICAL - An Imagine 2.0 model of a classical guitar. DAN_ELECTRIC - An Imagine 2.0 model of an electric guitar. EAGLE_OBJECT - Eagle Freighter object for Imagine. MANGABABESDEMO - Sexy female human 3D models by Tomwoof. PZKPFWIV - Imagine Object of WWII Mark IV Tank. T65_X_WINGFULL - Large, Detailed Imagine 2.0 X-Wing object.

**^* V2065IFF256 720*460, CHIPS, DISKS & FLOWERBED**
IFF256 720*460, Chips, Disks & Flowerbed - Use as backgrounds with Scala or Euro-demos where text is put on top of a background/wallpaper etc.

**^+ V2066IFF256 720*460, GRAVEL, JEANS & WOODFENCE**
To use as backgrounds with Scala or Euro-demos

**^+ V2067IFF256 720*460, PENNYS, SAND & SQUARES**
To use as backgrounds with Scala or Euro-demos

# COMMS

Why not check out our BBS (0181) 2510078 or email -

# DISK PRICES

MINIMIUM ORDER 5 DISKS

5 Disks For £10 + £1 P&P
10 Disks For £17 + £1.43 P&P
15 Disks For £21 + £1.43 P&P
20 Disks For £25 + £2.45 P&P

coming soon web pages.

**^* V1745TERM V4.2 [030]**
latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.

**^+ V0979NCOMM V3.0**
Is a comms program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0

**^* V1722AMIGA TO PSION S3/A**
is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a ROM. It's main purpose is to provide vice versa nfs like file access.

**^+ V1852FINALFAX 95**
This is one of those arexx macros which are very handy for automating the more tedious jobs on your Amiga. This one allows you to select options for GPFax from within Final Writer. That means that there is no need to switch from Final Writer to Workbench.

# EDUCATION

**^+ V1079KEYBOARD TRAINER**
This program only concentrates on basic keyboard skills, and is in effect, still a Beta Version, I think you will find it a vast improvement on most so called tutors.

**^+ V0793AMIGA BEGINNER**
You asked for it! A tutorial for the beginner on using your amiga! Covers the CLI and Workbench, its great for learning about the Amiga. Also contains numerous beautiful 16 colour icons for WB v2.04.

**^+ V1845DPAINT 4 BUDDY (AB)**
Will teach you how to use Dpaint 4. It works by running along side the well known paint package providing hands on demonstrations of the various features. It is a very good way of learning a program so you want to learn DPaint then this System is one of the best ways.

**^+ V1881AMIGATRAINER**
very powerful & flexible program to learn foreign languages. You enter the words yourself, so they aren't related to any special language, school or book. every word there are 2 additions to enter.

**^^ V1897GEOGRAPHICAL ATLAS**
AmiGlobe is a geographical atlas that allows you to navigate in the world map, zooming everywhere, get country data, etc. Requires 2Mb of RAM. (AB)

# MUSIC

**^+ V1269THE OCTAMED TUTOR**
Welcome to the Octamed Tutor, a simple guide through the basics of this excellent music program.

**^+ V1207OCTASTUFF**
Welcome to OctaStuff, a disk based around work with OctaMED 3 and 4.

**^+ V1882ART OF NOISE TRACKER**
NEW tracker, NO ProTracker Clone!, 8 channels, fm synthesis, drum sequencer, wave table synthesis.

# TIPs, CHEATS

**^+ V1416EYE OF THE BEHOLDERS**
This disk contains a selection of utilities and software for Eye of the Beholder II, like end of level saved game file, Eye of Beholder 2 special quests explanation, EOB2 Character Editor, Eye of the Beholder Solution, GIF pictures of all 12 levels in Eye of the Beholder.

**^+ V1363RPG. ASSISTANT**
AD&D play time dungeon master's assistant. The version you see here is a pre release of the program in AmigaBASIC. Right now it will take characters in a text file and load them in to be displayed at will. It also rolls dice and has a handy dandy encounter screen that will keep track of monsters & their current HPs

**^^ V1687(AGA) FIXES VOL 1**
This program disk will help AGA machine users get some added compatibility out of their older software. Don't forget many supposedly incompatible programs will work on the AGA machines by suitable adjustment of the boot options. (Hold down both mouse buttons).

**^+ V1773ACTION REPLAY CHEAT**
This disk has on it a text file which contains loads of codes for those people who have action replay devices. There are cheats for hundreds of games. Good.

**^+ V1848DIY REKO**
This disk has on it an Arexx macro which, when used in conjunction with ImageFX, will make reko cardsets for Klondike AGA almost automatically. Also included is a detailed Amiga Guide document explaining everything.

**^+ V1468GAMES HD INSTALL**
This disk provides you with the software needed to install certain games onto your A1200. The games that this disk can install are BodyBlows, Goal, Lemmings 2, Superfrog, and Walker. Could be very useful.

**^+ V1662HD GAMES INSTALLER 2**
Contains a variety of hard disk installer's for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Motal Kombat 2. Great.

**^+ V1885NEW HD INSTALL**
Hard Drive Install scripts for 3 games, Beneath a steel sky Flashback King's Quest VI. New updated version (small bugs fixed from last version).

**^+ V1988DUNGEON MAPPER V0.3**
This is the first version of something called Dungeon Mapper. It will work on Workbench 2+. It allows you to design your own maps for games like Dungeons and Dragons which can be very usefull. It also has Tetris on it if you boot it from Workbench.

**^+ V1994CHEATS COMPILATION**
This disk is a demo which gives you a taster of what you can have if you buy the regestered version. The demo gives you a choice of about 15 games to chose from.

**^+ V2040SW CHEAT v4.5**
Over 950+ game hints/cheats.

**^+ V2041F1GP Ed v3.03**
Formula One Grand Prix / WC Editor & F1GP-Ed non-english translation files & Track data for GPDisplay

**^+ V2056TREK-THE GUIDE V1.6**
Trek-The.guide is a complete Star Trek Database. It contains a listing of all the Trek series' complete with an episode synopsis, original airdate, Director and Writer Credits and Guest stars. It also includes a section on very rare promotional press kits and values of them. There are cross references to episodes with you favorite aliens, time travel, and much more! Much of the information was supplied by Paramount. The full version (7 disks Shareware) contains over 170 rare promotional pics. Sorry: Contains the 1st seasons of the Trek series'.

# VIDEO

**^+ V1196DESKTOP VIDEO**
Dot Matrix Stroller, Is a video titling program intended for use in adding scrolling captions to video's. Flood Effect loads an IFF picture and displays it with a Oflood effectO so that it floods the screen.

**^* V1156VIDEO TITLER**
Generates professional looking TV titles and credits for your own video's.Outstanding abilities are very smooth scrolling, colour slides (AGA support)and usage of colour fonts. Limited demo version only.

# GAMES

**^^ 4431 BEST AGA TETRIS**
Best pentamino tetris. graphics, musics, 100% assembler

**^+ 4434 BLACKDAWN v2.1**
3-level Dungeon Master style Alien Breed:- charge around the maze levels, shoot lots of aliens, find the lift & move on. but do it in 1st person perspective view.

**^+ 4442 SCORCHED TANKS V1.85**
The awesome artillery tank game. This one contains loads of goodies like 70 weapons and 13 shield types as well as new goodies.

**^^ 4449 PSSST**
This is a 1990's version of the old Spectrum Classic PSSST Main features include: - 256 Colours. - Real Time frame rate. - No C code !!!! ( I Hate C ) - Nice end of game sequence. - Three Levels of play ( Slow, Normal, TURBO NUTTER ), No Spam.

**^+ 4451 LAST LAP**
is a car game for one or two players. It is excellent in two player mode. There are about 10+ different tracks for you to race around. Some of them are quite easy at the start but as you go on they get a lot harder. On the tracks they have these squares which if you drive over it shoots you on even faster they you are already going.

**^+ 4452 SPELL TRIS**
Tetris style game but the main difference is you use letters instead of just shapes.

**^+ 4454 BATTLE TRUCKS**
is a one or two player game in which you choose your own truck and then buy it. You can add nitros, new motors or even buy a brand new truck with your winnings from your races.

**^^ 4457 SCREECH V1.5**
This demo ame offers you the oppurtunity to run anything smaller than your car over! Improved graphics are on the way (whoopee)!. Req 020's with 1MB chip ram and .5MB fast ram or 030's with 1MB chip ram or 700kb chip ram and 300 kb fast RAM.

**^+ 4459 SUPER EARTH DEFENSE V1.5**
is a classical shooting game.

**^+ 4462 XASTEROIDS**
This is a 'port' of xasteroids, an X11 application. No X11 server (DaggeX or others) is needed to run the program! This program is using libX11 by Terje Pedersen! You don't need this either since it is a link library that is compiled into the binary.

**^+ 4463 BOULDERDASH 64**
A complete OS-friendly (multitasking) Boulder-Dash with C64 graphics and sounds. 68020+, AGA only (DblNTSC required), KS V39, asl.library, powerpacker.library. Smooth scrolling 1275(!) original C64 levels+sounds, Cheats, Joystick and keyboard control, User definable games and levels, two player game.

**^+ 4464 BREAKIN' BRIKS V1.0**
Great version of the very cool Breakout type game. For AGA Amigas only. Works with 2Mb CHIP memory! - Improved performance with FAST mem. Great GFX.

**^+ 4465 CHAMPIONSHIP MANAGER EDITOR V2.4 68020+**
This is the first public release of Championship Manager Editor (CmEd). It was written because we had played the game to death and were looking for a way of putting some interest back into game.

**^^ 4466 DPACMAN AGA**
15 levels and 5 bonus levels. The registered version has 50 levels and 15 bonus levels and extra gfx and other improvements. Features: Can use external Protracker modules and XPK for packed modules.

**^+ 4467 JOUSTER 3**
If you haven't heard of the good old favorite, Joust, then you're a pretty young or fairly old dude. :) Anyway, this game brings Joust to the Amiga and also has improvements such as powerups, etc. You can even have a pterydactyl as a steed. For 1 or 2 players. Check it out.

**^+ 4468 PATCH LEMMINGS 2 TO RUN FROM HD**
Patch to allow Lemmings2 to run from hard drive.

**^+ 4469 CRITICAL HIT**
is a highly detailed fantasy combat game, which re-creates tabletop war gaming on the Amiga (requires 1 MB RAM). A strategic war game with excellent graphics, 3 D landscapes and a wide variety of fantasy combat figures and scenery - Campaign and map designer.

**^+ 4470 PANIC SOCIETY V1.1**
Hillery & her friends have taken total control of the world. as one of some 10 million people left, scheduled for transfering to the country of your origin. But, someone has tampered with your environmental control causing you to awaken from a mind controlled state.

**^+ 4471 BRATWURST**
A Roketz-like game for two to four players. Automatic zoom keeps all players in view in the least possible area, vector graphics.

**^+ 4472 CULTURE TANK**
A single screen tank combat game with up to 6 tanks, which may be human or computer controlled. Team or all-against-all modes. 3 types of weapon including missiles and flamethrowers.

**^+ 4477 WIZZYS QUEST**
is the best PD platform/puzzle game I have EVER played, so despite its bugginess (see below) I thought I'd upload it to Aminet. Wizzys Quest has 50 levels, getting progressively harder.

**^+ 4478 BIACCOARCHIVE! V1.0**
Nibbler arcade clone by Maurizio Facca.

**^+ 4479 BOB THE AMAZING LEMON**
Amazing Pac Man clone which features a level editor, changeable music and many different wall and floor types including appearing walls, ice and water.

**^+ 4484 REBELLION**
is a very good shoot em up. You are a little spaceship which travells around space trying to pick up little aliens and destroying all the missles that are coming at you.

**^+ 4485 LEGEND POUNDS ISLAND**
Here we have an adventure game. Half graphical, half text based this game is played almost entirely using the mouse. Sprites backdrops with objects to examine or use

**^+ 4486 MASH**
An excellent game. You choose to control either a Spud (a potato on legs!) or a Tank. You then need to tackle a whole load of obstacles in order to get the enemy on the other side. Great graphics, great sound an allround classy.

**^+ 4488 PSYCHEUAL**
An Alien Breed clone. You are a bloke with a machine gun who has to run about each level shooting other people and aliens. The level graphics are good and show a lot of detail plus the gameplay is not too easy either.

**^+ 4552 H.E.R.O**
Something is going to happen. A big interactive event is going to take place. We are about to release a game which we had to miss for a long time now (too long if you ask me!). Coming soon is an Amiga version of the old Activision game H.E.R.O. And that's not all. You can be a part of its release.

**^+ 4553 ARMORED COMBAT EDITION**
Full version of pete w storonskijS mangled fenders: Armored Combat Edition! Drive tanks from six different countries in a demo-derby game with weapons! This FULL VERSION is freely distributible, as long as all files are intact and present. Uses Memory Conservation Protocols to make sure the game will run on low memory

**^+ 4554 BLOODFEST**
Captive & HiredGuns style 3d adventure

**^+ 4555 TRAIN DRIVER SIM V1.6**
Profile chart generated in real time showing next 10 miles - Fog, in addition to Dry/Wet - visibility 100 yards, very slippery rail - Data updated and more crossovers added between Crewe and Carlisle - Key press detection improved - Now creates timings for any custom train : If, on the Startup screen, you type in a different Code from the built-in trains in the Save drawer, and then set all other parameters, and then click OK, the program will look in. Trains/ and see if a file exists for that train.

**^+ 4556 ZHANDULINHELMI ADV**
A Finnish text adventure with some graphics and athmospheric music

**^+ 4557 POWEROIDS V1.2**
Multitasking Asteroids, raytraced gfx, 1-4 Players.

**^+ 4558 INTMERCS**
Rebelstart type strategy game. Requires 2MB. For one or two players. Complete with four scenarios.

**^^ 4559 WORMS MAPS**
These are a buncha maps me and my flatmates made for the amiga version of worms... Descriptions as follows :- TUNNEL.WRM Underground warfare. ISLANDS.WRM Ninja Rope-tastic!. SCREAM.WRM Version of pic i found on AMFormat Gallery. TRIPINTOWAR.WRM Wierd, spacy theme, with shafted palette (Was called NECROMUNDA.WRM in previous release). NECROMUNDA.WRM Ohh..You'll LOVE this one. BEN2.WRM Another shafted palette. But kewl though.

**^+ 4560 DUNGEON HERO**
Fantastic RPG like Dungeon Master

**^+ 4561 ELDRITCH V1.35**
Top-view adventure hack-and-slash.

# CODE REFERENCES

**^+ Works on all machines**
**^* Req Workbench 2.0 or above**
**^^ Req Workbench 3.0 or above**
**(ABC) Product has ABC disk (ie, three)**

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# ATAPI DAYS

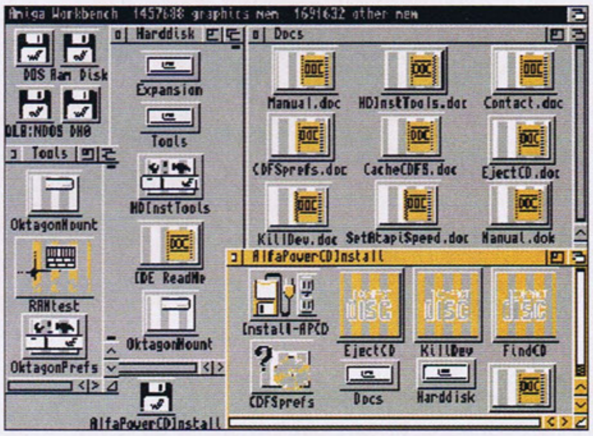
**Simon N Goodwin looks at the latest hardware standard which allows the cheap attachment of CD-ROM drives to the Amiga without an SCSI interface.**

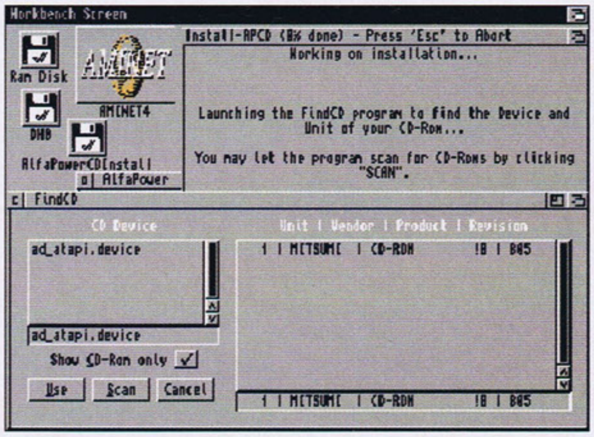
Until recently, with a few exceptions, there was really only one way to attach a CD-ROM drive to your Amiga – add a SCSI interface and use that to control a SCSI CD-ROM drive.

Cheaper solutions, such as the Tandem controller, allowed big-box Amigas to add an inexpensive IDE mechanism. However, this does not enable many drives to be used to their fullest potential. Now, however, with the introduction of a new hardware standard and some Amiga software by Oliver Kastl of Elaborate Bytes, you can add bargain drives intended for PC clones, via the cheap and cheerful IDE interface built into all Amigas since the A600.

Advanced Technologised Attachment Package Interface (ATAPI) drives are an important development, because quad speed IDE drives now retail at bargain prices – under £40 for a double speed Sony drive, and under £50 for a quad speed Mitsumi.

In recent months I've bought half a dozen ATAPI drives, at All Formats Computer Fairs and the Stafford All Micro Show, and they've all worked fine, on Amigas from the A500 to A4000/060.




**Top:** Installing the bundled software is easy.

**Above:** The *FindCD* utility is indispensable for locating your ATAPI device.

## WHAT IS ATAPI?

To understand ATAPI you have to refer to the PC. ATAPI drives plug into a PC interface called IDE which was intended to simplify and standardise the disk interface. This meant you could upgrade your hard drive without needing a new interface card or software. IDE was a success, and now most PC hard drives work that way.

The IDE interface is very simple and cheap at the computer end, which led Commodore to build an IDE interface into all Amigas from the A600 onwards. However PC makers were not content using IDE for hard disks. When CD-ROM drives came along they needed an easy way to connect them, and the first CDs, with custom interfaces, were soon supplanted by models that co-opted the IDE hardware.

The snag was that IDE was never designed for CD drives, and the manufacturers found a variety of ways to adapt it. Eventually ATAPI was born – a software standard for IDE CD-ROMs. ATAPI CD-ROM drives are now common, cheap and (usually) compatible, and all available to Amiga owners with an IDE port and standard ATAPI software.

## HARDWARE

A600, A1200 and A4000 Amigas have IDE interfaces built in, all supported by ATAPI. In hardware terms they're much the same, but the A600 version is limited to two drives. A special cable can be used to connect another two drives to the Commodore IDE port, but they must be CD-ROM drives, as they are not recognised by Commodore's hard drive software. Most people will get by with one of each, and have no need for the special cable.

Alternatively AlfaData offers an external IDE interface which plugs into PCMCIA. This sticks out of the side of the Amiga but saves delving inside the machine to make an IDE connection. If your computer lacks an IDE interface you can still add one. Special versions of the ATAPI software are available for users of Tandem and AlfaPower expansion. A500s require Workbench 2 and the latest version 6.8 of the AlfaPower interface ROM, available from Golden Image.

## PERFORMANCE

The performance of an ATAPI drive matches that of SCSI drives connected via PCMCIA or the Dataflyer which stacks onto the internal IDE port. It cannot match the speed of a Direct Memory Access (DMA) SCSI system based on a Zorro card or processor accelerator, but that only matters if you need full processor power while the drives are busy. The IDE interface is quite fast enough to keep up with quad speed drives, even on an A500. In practice even a double speed drive is quick enough for Amiga applications, such as CDXL, Commodore's impressive proprietary scheme for FMV.

## CD DRIVES

CD drives known to be compatible with the Amiga ATAPI software are listed in the table. Other modern IDE drives should work, but for safety pick one from this list, and confirm the exact model number before you pay up. Early 1996 show prices ranged from £29 for

## CD DRIVES KNOWN TO BE COMPATIBLE WITH AMIGA ATAPI SOFTWARE

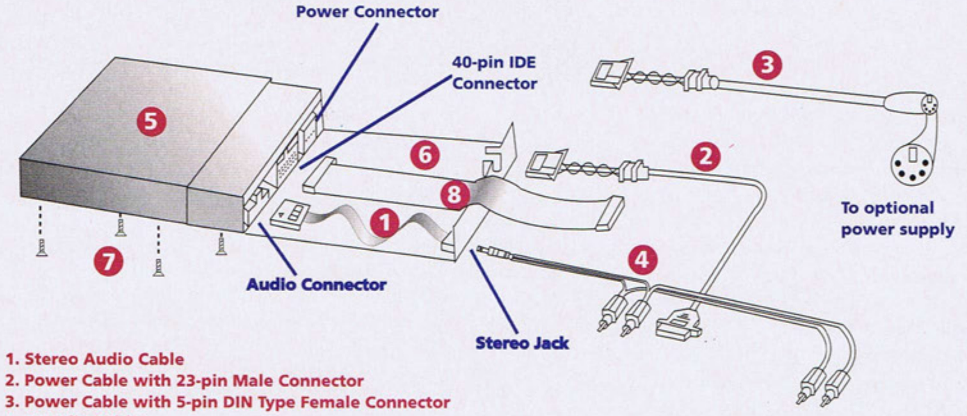
| MANUFACTURER | MODEL | SPEED | NOTES |
|---|---|---|---|
| Acer | 6825-P | 2x | |
| Chinon | CDS-525I | 2x | |
| Chinon | CDS-545 | 4x | Favourite of Oliver Kastl. |
| Goldstar | GCD-R542B | 4x | Digital output; fits A4000 well. |
| Mitsumi | FX-001DE | 2x | The DE suffix is important! |
| Mitsumi | FX-300 | 3x | |
| Mitsumi | FX 400 | 4x | 'A' suffix = no headphone output. |
| Sony | CDU-55E | 2x | Audio needs CacheCDFS 2.5+ |
| Toshiba | XM-5302B | 4x | Very short, so fits A4000 nicely. |
| Wearnes | CDD-120A | 2x | |
| Wearnes | CDD-220A | 4x | |

# ARE HERE

the double-speed Sony, via £39 for the quad-speed Mitsumi FX400-B1 (the B1 suffix indicates no headphone output) to £45 for the very nice Goldstar version. Lesser points to check are drive power consumption, the number and type of audio connections, disk carriage and squeaks when the laser head moves, from the drive and sometimes through the audio outputs.

If you've got a desktop A4000 your 5.25" drive bay is only about 200mm deep, allowing room for the leads at the back of the drive. Most models can be squeezed in, albeit tightly. Toshiba and Goldstar leave more room than most. Other drives should also work as long as they support the full ATAPI IDE spec, but steer clear of the Elitegroup Vertos 300SSD, which comes close, but not close enough. Whatever model you choose, make sure it is configured as a 'slave' unit. You normally do this by positioning little jumpers on the drive. You should not need to adjust the jumpers on your existing hard drive.

## CD-ROM UPGRADE KIT MOUNTING




1. Stereo Audio Cable
2. Power Cable with 23-pin Male Connector
3. Power Cable with 5-pin DIN Type Female Connector
4. Y-Audio Cable
5. Top Metal Case
6. Bottom Metal Case
7. Screws
8. 40-pin IDE Cable

## CONTACTS

### GOLDEN IMAGE (UK) LTD.

| | |
|---|---|
| CD ROM Upgrade kit | £39.00 |
| Kit with full ATAPI Software | £59.00 |
| Tandem Zorro 2 IDE + CD controller | £69.00 |
| Software and PCMCIA CD1200 Controller | £69.00 |
| Kit, Software and PCMCIA CD1200 Controller | £110.00 |

Prices do not include the CD ROM drive.
65 Hallmark Trading Estate, Fourth Way, Wembley, Middlesex HA9 0LB, UK.
Tel: 0181 900 9291

### ELABORATE BYTES (OLIVER KASTL)

Am Westpark 5, 81373 Munich, Germany
Compuserve: 100447,3361
Internet: 100447.3361@compuserve.com

### ALL FORMATS COMPUTER FAIRS

UK show information: 0181 856 8478

## POWER USERS

CD-ROM drives vary in their power consumption but typically need about an amp on both the +12 volt and +5 volt rails. The newer the drive, the less the power requirement. The five volt supply is generally adequate, but Amiga +12V rails have little spare capacity.

You're asking too much if you expect to power the CD-ROM drive from the standard Amiga A600 or A1200 supply but if you're using an accelerator or external floppies you've probably already invested in a souped-up supply, and may well have enough spare power to run the CD-ROM drive as well. The A500 power supply is much more substantial and often recommended as a stop-gap upgrade for A1200 owners.

**You're asking too much if you expect to power the CD-ROM drive from the standard Amiga A600 or A1200 power supply**

## GETTING WIRED

One attractive option is to buy a cheap PC tower box, and put your drives in there, using the hefty internal supply to power them, and maybe your Amiga as well. These cost around £30 at an All Formats Computer Fair and give bags of room for expansion. But you'll need to keep the IDE cable from the computer to the tower fairly short, as IDE – unlike SCSI – is really only intended for internal connections less than a metre in length. CD-ROM drives have a 40 pin socket, like 3.5" IDE hard drives, unlike the 44 pin mini connector inside the A600 and A1200. The extra four pins carry power, normally supplied separately to CDs and larger hard drives. Adaptors are widely available, as many users squeeze a 3.5" hard drive inside their Amigas, but you'll need one with enough spare wire to reach the CD ROM outside the machine. Cables intended for a second, external, IDE disk drive are ideal.

The A4000 internal hard disk cable has a 40 pin connector for a second drive, but you need to turn it round – plugging the opposite end into the motherboard – to get enough wire between the hard drive, in the rear bay, and the CD-ROM at the front. Alternatively, move your hard drive to the spare 3.5" bay at the front, under the floppy drive. Either way, ensure that pin 1 corresponds on the motherboard, cable and both drives.

There's no obligation to put an ATAPI CD-ROM drive in a case – they come fully enclosed and all they really need is connections for IDE and power to make them work – but they look a bit ugly. DIY enthusiasts could convert a box intended for one or two old 5.25" disk drives, although they'd need to make up their own audio cable. Golden Image have a neater answer, in the form of a CD Upgrade Kit which includes mixing audio, data and power cables, a sturdy metal case and simple pictorial instructions.

## SOFTWARE

The ATAPI software is available in versions for four IDE hardware configurations: AlfaPower, Tandem, Amiga 4000 and Amiga 1200, which also supports the A600. The code for each is very similar, but you must use the one that matches the address of the IDE hardware on your system. All four are available in demonstration and commercial versions. The demos are on Aminet, in the disk/cd-rom directory, and also available from bulletin boards and PD suppliers. The demo is fully working, but limits you to one hour of continuous use of the CD drive, putting up a requestor every ten minutes or so to remind you. This is not as annoying as it sounds, as you only need to respond to the requestor when you next want to use the CD drive, and the time limit does not include the intermediate waits. It's worth shopping around for

**Continued overleaf ➡**

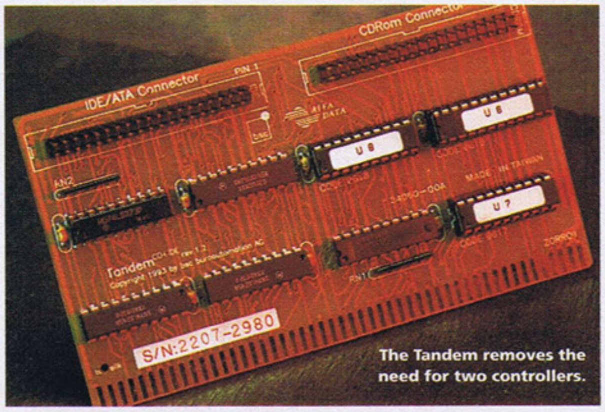
the software as prices vary from £20 to almost £50 depending on the supplier, and there are 'crippled' versions around which lack CD$^{32}$ emulation and support for disks in Mac HFS and the old PC 'Rockridge' format.

The full software comes with a good printed manual, explaining all the software options however, this only covers the software, and says nothing about how to connect the drive. The installation software is first rate. It uses the standard installer and a program called *FindCD* to scan any device of your choice, looking for a CD drive. This works just as well on SCSI as with IDE.

The software itself has four major components. You get the ATAPI device, which translates messages from the Amiga file system to the ATAPI drive. This is a small file, around 7K in size, vital because it adds the necessary CD functions onto Commodore's own IDE control software.

The CD File System puts the CD icon on your desktop and lets you manipulate CD files as if they were on floppy or hard disk. In theory the ATAPI device will work with any CD File System, but it comes bundled with Oliver Kastl's own *CacheCDFS*. There are lots of CD File Systems for the Amiga but *CacheCDFS* supports a sophisticated scheme to speed up access by removing the need to re-read data.

The third component is a CD player which works like a Hi Fi controlled from your desktop. You can select audio tracks and program them to play in sequence. Other gadgets let you set the volume and eject the current CD from the drive, but these do not work on all drives – it depends on the model. Again there are PD alternatives if you don't like the interface or want extra features such as track names or ARexx control.



The Tandem removes the need for two controllers.

## ACRONYMS

**AGA** **Advanced Graphics Array. Commodore's 32-bit Amiga chip set.**

**ATAPI** **A protocol allowing an IDE interface to control CD drives in a standard way regardless of manufacturer.**

**CD** **Compact Disk – digital data delivery system invented by Philips and refined by Sony, used for audio and later computer and video data.**

**CDFS** **Compact Disk File System – a program that converts the blocks of data on a Compact Disk into a form accessible to all Amiga programs.**

**DMA** **Direct Memory Access – a device capable of loading or storing data in memory without requiring continuous processor intervention.**

**IDE** **Integrated Drive Electronics – a drive designed to interface directly with PC expansion (earlier drives needed a relatively complex control unit).**

**PC** **Personal Computer – Used to refer to machines designed to be compatible with a 1980 IBM/Intel design.**

**ROM** **Read Only Memory. Information that computers can read but not alter.**

**SCSI** **Small Computer System Interface. A way of connecting computers and peripherals, allowing communication between devices that share control and connections as required.**

Aminet, usually work fine. *Pandoras CD*, from Optonica, ran perfectly on the A500. The CDTV welcome disk also worked, but CD$^{32}$ titles fell over on the A500, expecting a faster processor and 32-bit graphics.

## CONCLUSION

If you want a CD-ROM drive, and have not yet bought an SCSI interface, ATAPI deserves serious consideration. The full version of the ATAPI software may cost more than the drive, but at least you can try before you buy. It's a pity that the software is only available bundled with *CacheCDFS*, *CD Player* and *CD$^{32}$ emulator*, atapi.device is all you need buy to put together a working system, and the extras just push up the price. You can save money on the software by buying it with extra hardware, but if you've got an A600 or later Amiga all you really need is the CD drive, IDE cable and an uprated power supply. The demo version works fine – the only problem is the time limit and periodic requestors.

At least A4000 owners can see what their extra hundreds bought them, because their machines come with a cable, ample power and even a hole the right size to fit most ATAPI drives. In this case you really can add a quad speed CD and be up and running for well under £50. But as you've got the potential for fast Zorro 3 expansion, you may prefer to take the SCSI route. If you're an A500 user with Workbench 2, the combination of AlfaPower Hard disk and ATAPI CD is very attractive. One reliable expansion unit provides extra memory, hard drive and now CD control. The only snag is the number of Amiga CDs that only work on AGA machines. A600 and A1200 owners need to delve inside the Amiga to route their IDE connection to the outside world. If that's a daunting prospect, and your PCMCIA port is free, the external CD1200 controller is just what you need. It also saves you worrying about hard drive configuration as it provides an entirely separate IDE interface for the CD.

**The full version of the ATAPI software may cost more than the drive, but at least you can try before you buy**

## COMPATIBILITY

The ATAPI package also includes CD$^{32}$ emulation software. It's not totally CD$^{32}$ compatible, even with the add on software from Elaborate Bytes, but no less good than SCSI-based systems. The CD$^{32}$ emulator works with SCSI drives as well as ATAPI. Real CD$^{32}$s have Workbench 3.1, a small non-volatile memory to store level and high score information, special eleven button keypads and a graphics conversion chip called AKIKO. All these can be emulated in software, along with the 'cd.device' code that controls Commodore's decidedly non-standard drive mechanism, but many CD$^{32}$ programs need tweaks to get them working on a 'real' Amiga.

The CD$^{32}$ emulator has a start up menu to control processor acceleration, fast memory and keyboard emulation of the extra controller buttons. It can take a while to find the right combination for some titles. Other options divert data intended for the non-volatile memory to disk and control data buffering. Similar caveats apply to CDTV emulation, except that in that case the real thing runs Workbench 1.3, a 68000 processor and 16 bit graphics. Some programs intended for Workbench 1.3 object to Workbench 2, but ATAPI requires Workbench 2 or better.

Titles intended for the whole Amiga range, from CDTV upwards, including PD collections such as



A1200-owners who would like to add IDE CD-ROM drives to their machines needn't feel left out, as there is an external version of the Tandem especially for them.

The add-on kits from Golden Image are aimed at people who want a professionally packaged system and don't mind screwing it together themselves. The CD drive case may seem expensive, especially as it doesn't include the necessary power supply, but you do get a lot of Amiga-specific kit, including two power cables and a through port that mixes the CD audio with the Amiga's own sound output. The total price is still good value compared with a SCSI set up, although you lose the further expansion possible with a SCSI adapter.

# AF SCREEN PLAY



Andy Smith

A sad fact, widely known, is that the Amiga games market isn't as healthy as it was. We're aware of that but we're more aware that whatever games are released still, more than ever in fact, deserve to be reviewed with your buying decisions in mind.

One of the temptations many lesser magazines succumb to is to give inferior games a 'higher than they deserve' mark, simply to make their readers feel better about their machine and to keep them interested in the whole games scene. It's a temptation all right, but not one that we on *Amiga Format* fall into.

We'll continue giving fair reviews to EVERY game that comes our way – and we've had some quite excellent stuff over the last couple of months – but we're not going to let the crap games get away with it either. Twenty quid wasted on a rubbish game is twenty quid wasted on a rubbish game and we're here to steer you away from the dross, and onto the path of righteous gameplay.

(First in a series of Soapbox lectures by A.K. Smith, 17 3/4).

## AMIGA FORMAT'S REVIEW POLICY

**Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.**

### WHAT OUR REVIEW SCORES MEAN

**90+%** The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

**80-89%** These games are very good, but due to minor flaws are not the finest examples of their genre.

**70-79%** Good games which are worth buying, especially if you have a special interest in a game type.

**60-69%** Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

**50-59%** Below average games which are unlikely to impress your mates or your wallet. Avoid.

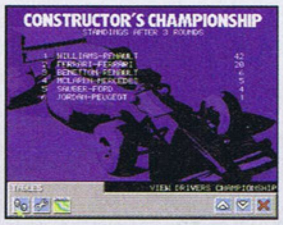
**40-49%** Overwhelmingly poor quality games with major flaws and appalling gameplay.

**Less than 40%** The absolute pits.

# Previews

**The Amiga games floodgates may well be shut, but there's still a healthy trickle of good-looking games nearing release.**

## WORLD OF FORMULA ONE



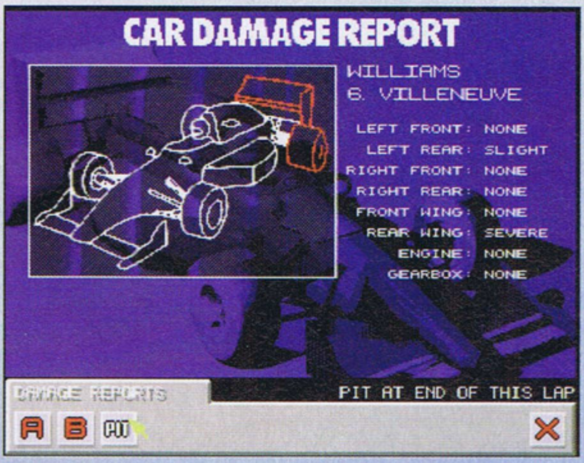

**So here's where things stand after three rounds. Bagsy the Williams-Renault team.**

All Amigas ■ Apex Systems

If the fast-paced world of Formula One car racing is your thing then you'll be pleased to learn of Apex System's *World of Formula One* management sim.

This one's due on the starting grid in October (just in time for the erm, end of the Formula One season) and Apex reckon they've got the level of detail just right. They don't want to tie the player down with ridiculous minutiae like how tight the driver's seat belts are, they want to concentrate on letting the player have realistic decisions to make (wing settings, gear ratios etc).

Features include all the teams and drivers from the '96 season, practice and qualifying sessions and pit-lane strategy. We'll bring you a full review a bit nearer the chequered flag.




**Jacques looks like he's having a bit of trouble with his rear end (Ho ho!).**

## ACCESS DENIED AGAIN

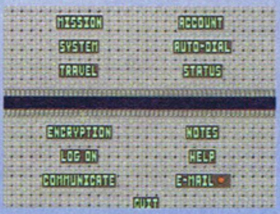
A1200, A600 ■ Solo Software ■ 01293 411929

*Access Denied Mission One* is reviewed on page 51 of this very issue and Solo are hard at it working on the follow up.

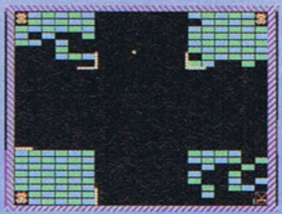
*Mission Two* offers a much improved game task and better graphics, speech and soundtrack.

The premise for the game is basically the same as the first one, in that you're a future hacker-type person who's using the Globe Net to do heinous things that should be left well alone.

There's also a sub-game included in *Mission Two* called *Net Warriors* and this joystick controlled affair supports one or two players. The idea in *Net Warriors* is to protect your power sources (of which you have four, one in each corner) from the death sphere (a small projectile that bounces around the screen).




**The all new interface page for Globe Net in *Access Denied Mission Two*.**



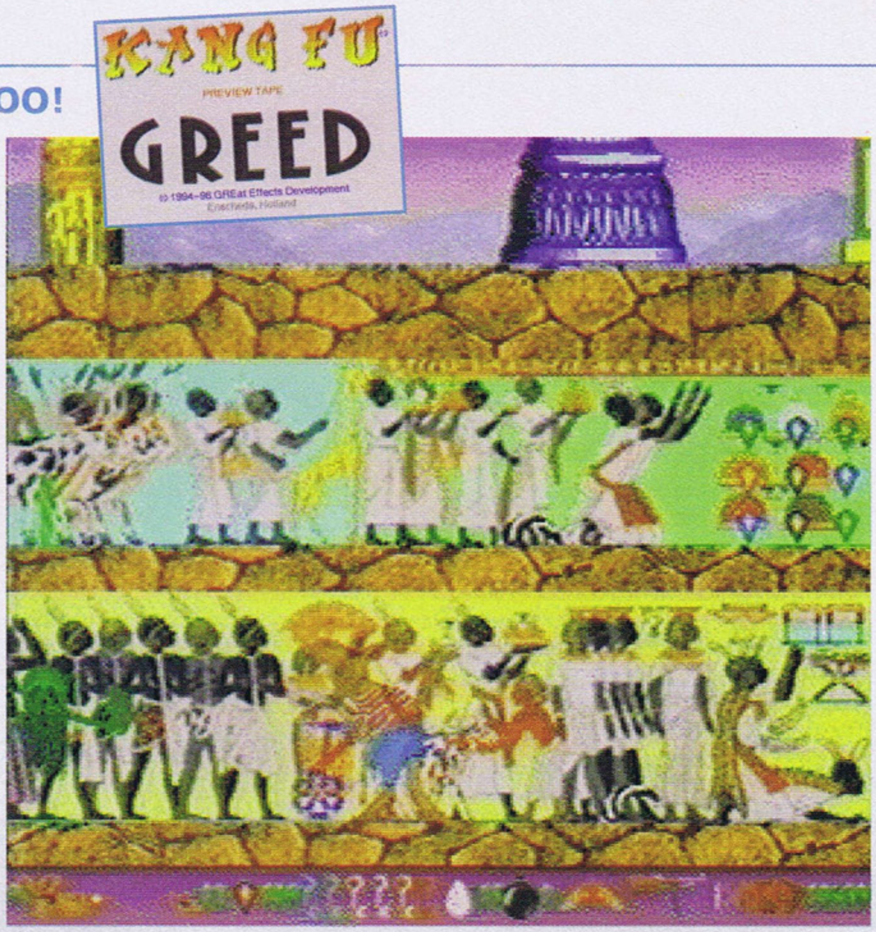
**Here's the *Net Warriors* sub game. It looks a bit to us like some kind of weird pong variant.**

We liked the idea of *Access Denied* but the game had its shortcomings (check out page 51) which is why we're looking forward to the new-improved mission and we will bring you a full review when the game's finished.

**Continued overleaf ➡**

# I WALLABY A KANGAROO!

CD AGA Amigas ■ Great Effects Development ■ 00 3153 434 3608




GREat Effects Development (which is neatly abbreviated to GREED) are the Dutch bunch behind a new platformer heading our way very soon. Despite the fact that the gang have actually been working on this game, *Kang-Fu*, for a couple of years now, it's their first release.

We've only seen a preview video of the game (designed for CD AGA Amigas – A1200, A4000 and CD32) but as you can tell from the grabs we've got here and over the page the game looks a bit spesh.

The Kangaroo's the hero, armed with a machine gun, boxing glove and boomerang (like kangaroo's do) which can be switched between at the player's discretion, the idea's to work your way through the 10 levels of bouncing baddies, collecting various power-ups and tokens.

All very much the usual run of the mill platform action, but the graphics are the key as *Kang* (as we'll call him until GREED tell us otherwise) progresses through the game. Dual playfield HAM screens abound – that's HAM piccies in the background with normal 2D sprites running over the top, for all us non-technical peeps – and are put together extremely well.

The video demos one stage where Kang is happily tripping through some jungly-type undergrowth when one of the leaves of a big erm, bush-type thing (useless info No1: The banana plant is actually a herb, in fact it's the largest herb in the World), turns into a chomping kinda Little Shop of Horrors affair and starts snapping at our chum.

It's actually done extremely well. There is none of this very obvious *DPaint* sprite plonked on top of a Hi-Res background, oh no, not at all. It's all extremely well blended together.

Another scene shows Kang fighting an end of level guardian – a HAM picture of a dirty great gorilla – where parts of the gorilla are animated while he attacks Kang. OK, so the animation's not exactly smooth, it's more from the cardboard cut-out Captain Pugwash school of animation than your Wallace and Grommit, Oscar-winning school of sophistication, but it still looks all right.

We're looking forward to getting our hands on the full blown version of *Kang-Fu*, which should be in the office in the next few weeks, when we can give it the full *Amiga Format* review treatment.

■ **No prizes for guessing where in the world Kang is now. Yes, you guessed it, Swindon.**



■ **Kang en France. Oui, oui, il pleut comme une vache qui piss...**



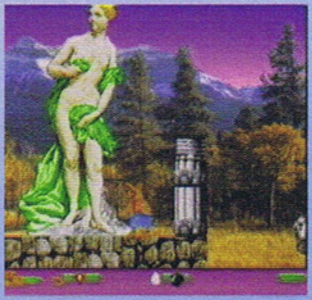
■ **There's our Kang, complete with machine gun, on holiday on Easter Island apparently.**



■ **Kang's back in Easter Island and it looks like the Elvis convention has finally hit town.**



■ **Kang lunges with his boxing glove and another baddie bites the dust.**



■ **A statue of our very own Andrea. She often comes in dressed like this...**

## TIN TOY CAN DO IT



Tin Toy heads through the dark and spooky woods towards the House of Fun at the start of his great adventure.



A fine shot of Tin Toy getting himself out of trouble by making like a blow-fish. Yes, well I'm sure it makes sense in the game...



Erm, this will be Mushroom Land at a guess. Tin Toy uses his 'let's make a top hat' spell to cross over the spikes.

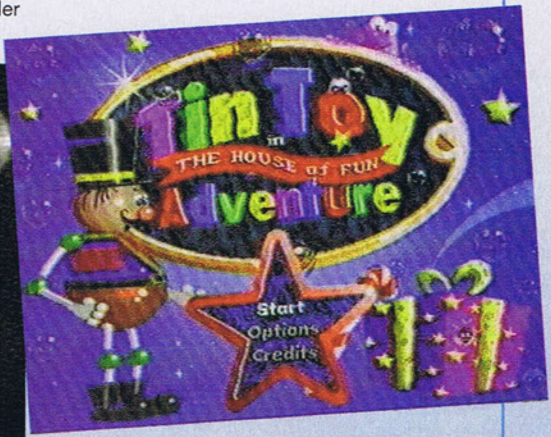
AGA 2Mb Amigas ■ Mutation Software ■ 01705 672616

In keeping with what's rapidly becoming the theme of this month's Previews section we've got the first, exclusive, look at Mutation Software's first independently published game – *Tin Toy in The House Of Fun Adventure* (*Amiga Format* tip: make your game names a bit shorter mate!).

Mutation have been around for donkey's years (five actually) coding games for other people but *TTITHOFA* (which we shall now refer to as *Tin Toy* for the sake of brevity) is the first one they've decided to publish themselves. The game's compatible with all AGA 2Mb Amigas and is due for a mail-order only release sometime in June.

There are some 20 levels of platform action for the player to indulge himself in and as you can tell from the pictures, each level has it's own special theme.

Again, as with *Kang-Fu*, the essence of the gameplay is very much in the normal platform mould but with a couple of special tricks to make it somewhat different.




Most noticeable in *Tin Toy* is the way the player can get his character (Tin Toy, I presume), to invoke special powers to get out of tricky situations. Got stuck down a hole? Simply blow yourself up like a balloon and float out of the hole! Can't cross that river of spikes? Create a magic top hat and sail straight across the spikes on that! You get the picture.

Mutation have come up with a guarantee of value 'n' fun for their range of games which they reckon will supply gamers with full-on gameplay at super low prices. Very good news if it happens and we'll be giving *Tin Toy* the full *Amiga Format* treatment as soon as we jolly well can.




Now, a bathroom level's fine with me. I don't have a problem with that at all. I just don't understand why anyone would keep their toothbrush in an old tea mug!



Tin Toy's been frightened by a bottle of tomato sauce and green jelly ganging up on him. Ahem.



Riding the top hat again, this time over a much tastier background of cakes and ices.



Ouch! A vicious letter C gives our hero a slap in the kisser. This'll be some sort of kiddie's bedroom then...

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| A10 Tank Killer | 12.99 | ------ | ------ |
| **A1200 Desktop Dynamite Pack** - *Oscar, Wordsworth, Deluxe Paint 4 AGA, Digita Print Manager, Dennis* | ------ | 12.99 | ------ |
| Addams Family | 8.99 | ------ | ------ |
| Aladdin | ------ | 19.99 | ------ |
| Alien Breed 3D | ------ | 22.99 | 22.99 |
| **Alien Breed 3D 2** | ------ | 22.99 | 22.99 |
| All Terrain Racer | 19.99 | 19.99 | 19.99 |
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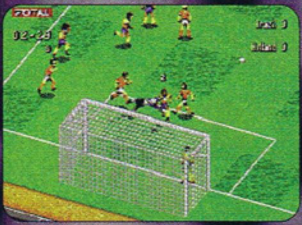
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**With the European Championships getting under way this month, Martin Axford discovers that you can never have enough football. No, really.**

# TOTAL

Holland's centre-forward tells the 'keeper, "That'll do nicely."





The ref never appears on the field of play, preferring the comfort of his black box.




A poignant shot of the agony and the ecstasy.

*Total Football* affords you the opportunity to celebrate goals in style.

Regardless of how much you love the Amiga and its stack of football games, I don't believe anyone could have failed to be disillusioned by the recent dearth of footy action games and management sims. Re-releases, bundles and updates which are out-of-date before they hit the shelves have done nothing to rejuvenate a struggling market. As for new talent, *Treble Champions 2* (*AF*84, 5%) was as likely to lift the market as Torquay United are to lift themselves off the bottom of the Endsleigh Third Division.

None of this bodes well for Domark's *Total Football*, a megadrive conversion, which originally claimed to look like *FIFA Soccer* and play like *Sensi* – a claim which has been made too many times in the past to be taken seriously. But having spent the past week playing *Total Football*, growing callouses on my once baby-soft finger tips in the process, my scepticism has vanished and been replaced by a rather silly grin instead.

## LESS IS MORE

In *Total Football*, Domark have taken a gamble. Many things which have appeared in other similar games have been ignored with the end result, a rather plain looking game. For instance, there is no option to view replays; to declare a tactical war on the opposition; to view the opposition's formation; to alter a team's formation during the match (other than at half-time); to substitute players; to choose the number of teams entered into a league or tournament or to change the standard isometric view. These are all things you won't find in *Total Football* and while that should matter, it didn't bother me one jot.



See how the striker's partner calls for the ball.

While its predecessors have concentrated on implementing as many options as they possibly can, and at best making the game look like a third-rate ITV Sports presentation, one major sacrifice has always been made – playability. I don't care if I can watch my centre-forward score the same goal from various angles, at different speeds or have to read a tedious commentary describing everything from his initial run into the box to the colour of his underpants, if the game isn't fun to play. Such features, I believe, have been used in the past to disguise the fact that football games on the Amiga are rarely anything more than a poor excuse to capitalise on a growth area in a dying market.




Whoosh! Niall Quinn cracks in a shot to the dismay of his team-mates.

## FEWER STUNTS

But *Total Football* is different. Its only gimmick is in allowing players who have scored to celebrate in a befitting manner. As if scoring a goal isn't going to annoy your opponent enough, you are provided with the opportunity to somersault to your heart's content, simply leap and turn or frollick with team-mates on the ground in front of adulating fans. For an unlimited amount of time. Or, at least, until your opponent thumps you. Not only is this great fun, but it also reflects the fact that whereas fans used to do the elaborate goal celebrations on the terraces (reflected in *FIFA Soccer*'s whistles and fog-horns) it's the players who get more excited now.

## PLAYABILITY

With 50 international teams to choose from, along with the dubious inclusion of an All Star team, and the option to play friendlies, in a league and either cup competitions or tournament, *Total Football* adheres to a strict formula. The same formula which allows you to alter the length of the matches, the standard of refereeing and the type of pitch (there's a choice of six though the difference they make is negligible). But as soon as you've gone through the motions and altered your team's formation, the recurrent formulaic approach suddenly falls apart.

The beauty of *Total Football* is that it has a high level of playability, noticeable from the first kick of the ball. The joystick controls allow



Two Brazilians execute a perfect crab kick.

# FOOTBALL







**LEFT:** Results from one of the three knock-out competitions.
**FAR LEFT:** Altering your formation is the only hint of tactical strategy.
**BELOW:** There are 50 international teams to choose from. Don't you feel spoilt?




short passing movements, searching through balls with swerve from the after-touch option, or hopeful hoofs upfield on the off chance that your front men can capitalise on the fact that the defence are still backtracking from your own half. At times the action can be painfully slow yet choosing different combinations of teams and mixing up the short ball with the long can easily increase the tempo substantially.

Crisp, sweeping passing moves are the game's showpiece. Each player is afforded the talent to either control the ball and set off on a jinking run or pass first time. And yet the ball fails to stick to players' feet. One can easily rob the opposition with a sliding tackle or intercept passes. Every player appears to have a different capacity for speed and each presents an obstacle for the ball. (The ball will hit you rather than travel through you.) Too many footy action games work on the premise that if a tackle isn't committed within a certain radius of the player with the ball, then tough luck. Which is hardly realistic.

However, there are things which niggled me the first time I played *Total Football* and continue to do so. There is no option to manually change the player you control. And this creates one major problem because sometimes the switch between players isn't made fast enough. Often I have been controlling a player off the screen when trying to shoot or tackle in the opposition's half and then given away a free-kick just outside my own area.

## NO SCORE

I've also found it almost impossible to execute headers or significant volleys, the like of which a computer opponent manages. Then there are the goalkeepers. Never have I played a game in which the 'keepers are so good. Again, there is no option to control them manually, which would have eliminated the problem, or even a choice of difficulty levels. Instead, prepare yourselves for more no-score draws than Grandstand's vidi-printer.

Another moan in the direction of the goalkeepers is their inability to kick the ball anywhere other than straight down the middle of the pitch. While they have no problem passing it to a defender, their kicks out to the wing (and this goes for their throws too) sail straight into touch. Great.

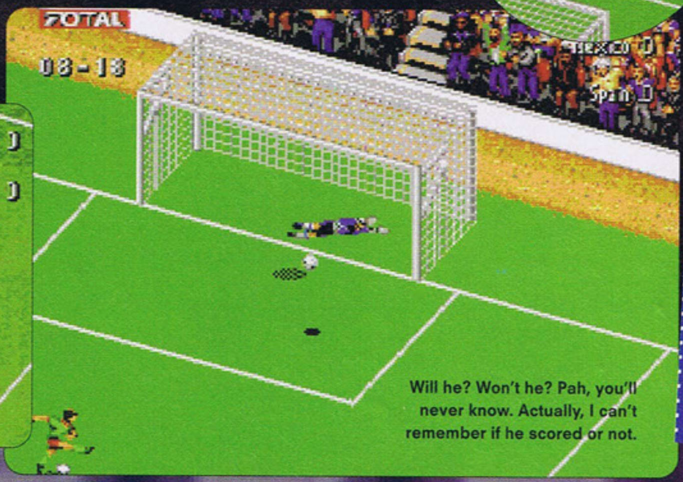
Such complaints may leave you in doubt whether to buy this but, however frustrating it may get sometimes, *Total Football* is also one of the most rewarding footy games I've ever played and certainly the finest of its kind the market has seen for a long time. AF



**A French defender mocks the English forward's chances of scoring.**




**Notice the Dutch forward swinging at the ball which is ten yards behind him? How I laughed. A-ha.**




**Will he? Won't he? Pah, you'll never know. Actually, I can't remember if he scored or not.**

AMIGA FORMAT GOLD

## TOTAL FOOTBALL

Publisher
**Domark**

Price
**£29.99**

Versions
**All Amigas**

System requirements
**1Mb**

Release date
**Out now**

**8/10 GRAPHICS**
**Crisp and colourful with footballers moving like they should.**

**7/10 SOUND**
**Sampled crowd effect with the additional sporadic shout for a goal kick, corner, full time etc.**

**9/10 ADDICTION**
**You're sure to become the Renton of the football gaming world. One fix is never enough.**

**9/10 PLAYABILITY**
**This should be the primary ingredient of any football game and thankfully it's here in abundance.**

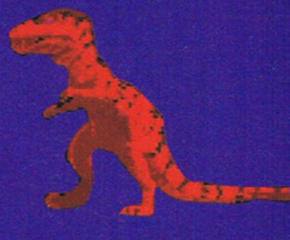
### OVERALL VERDICT

**Despite its simplistic approach and some frustrating flaws, *Total Football* is the footy action game of the moment. The definitive companion for your summer.**

# 90%

# PRIMAL RAGE





**Camels Ordinarily Sit Down Carefully is the first part of a mnemonic referring to the age of rocks (Cambrian, Ordovician, Silurian, Devonian, Carboniferous). Andy Smith, along with the rest of the dinosaurs, first appeared in the Triassic period.**




Vertigo takes to the air and swipes at Diablo with his tail. Tail swipes are good for knocking down the opponent's brain strength, but not much else.

Everyone, surely, knows the word dinosaur comes from the Greek deinos meaning terrible and sauros meaning lizard, but I bet you didn't know that actually dinosaurs were only around during the Mesozoic Era which finished with the end of the Cretaceous period. Then they all died. Suddenly and without explanation. Well, without an explanation that's been completely accepted by the scientific world.

Until now of course. What actually happened you see was this: some wizard bloke (wizard as in like, a magician type, not the Seventies term for a guy who's sort of good at things and cool and stuff) from a parallel dimension looked at the young Earth (which was then populated by dinosaurs ruled by a handful of waring Gods) and decided that it was going to grow up to be something of a tearaway and threaten the nice peaceful balance of the galaxy. This wizard then hit on the wizard idea (that was the Seventies term then – I hope you're keeping up) of banishing one of the Gods to the middle of the moon. Like you would.

And to cut a long story short, this caused all the Gods to be imprisoned. Then a meteorite slammed into the Earth, killed all the dinosaurs and released the Gods who are now going to fight it out for control of the planet. Which is now called Urth.

A beat-em-up then. For one or two players. Based on the coin-op of the same name. We'll deal with the one player side of things first because there are a couple of subtle differences.



Yeeees! Armadon hits Blizzard into the middle of next week with a stunning rolling special move.




Diablo bites Vertigo's head and the worshippers bow theirs in despair. This looks like that scene from the end of Planet of the Apes, except that should be the Statue of Liberty, not the Acropolis in the background.




The fun doesn't last long for Armadon though as Blizzard flexes his muscles and whams him right in the kisser.

## BRAIN DEAD

Right then, pick your dinosaur and prepare to fight all the others, one after the other. Every time you win a contest (you can decide the number of bouts but the game defaults to the logical three) you win one of the new Urth's seven continents and along with that you gain some worshippers. Worshippers don't actually figure much in the game, apart from the comedy smacking them around when you're in the middle of a bout, but they are important if you've got the gore option turned on because just before you fight the final battle (when you have to fight each of the other dinosaurs in a single bout contest) you get to chomp as many of them as you can. The more you chomp, the more spent energy you can replenish before that final battle.

During a fight you'll notice that as well as the normal life meter, your dinosaur also has a Brain Stem bar. Basically, this is a kind of reaction thing. Every time you take a smack you lose energy and some brain power. If you lose all your brain power you're vulnerable to attack because your dino' is too thick to stop it. Again, you're not going to worry about this brain stuff when you first start but as you peel away the layers of the gameplay you'll find it can become quite important.

In two player mode things are kinda the same really, except you and your opponent are fighting each other for control of the planet. One thing to bear in mind here is that if you've played a couple of rounds with one dino' and won a couple of territories and then you go and switch characters you're going to have to fight for those territories over again. This is good because it sort of encourages you to stick with the same dino' for as long as possible.

This is great fun to play. Our very own Graeme here is the regular beat-

Another shot of a couple of monsters fighting. This time they're in the middle of a decimated city though. You'd think someone would notice.



Bizarre knocks Sauron for six. As you can see, the 'gore on' option has been selected for these screenshots. Please don't show them to children.



This happens when one fighter manages to take out the other fighter without them getting a single hit in. Erm, if you know what I mean.




Sauron's ears have exploded! Talon gets his own back, and no mistake.



## AND THE CONTENDERS ARE...

Knowledge is power and to get the jump on your mates here's a quick guide to what the various dinosaurs do. Don't show this page to your mates or you'll be wasting your advantage.



### ARMADON
Good chap this one, curls up nicely for.special attacks and launches the spikes from his tail. Does a mean jump in the air to use the spikes on his back in one special move.



### BLIZZARD
Your journeyman fighter. He hasn't got much of a range and he's a bit vulnerable to attack from the dinosaurs that have long tails or necks but he's got a quick punch and a nice roundhouse special move.



### CHAOS
Spookily similar in appearance to Blizzard. Fights a lot like him too. Chaos has a much better name than Blizzard though so pick him given the choice.



### SAURON
Long tail, long neck and a good hind leg gouge. He can do a Primal Scream too which is also the name of a rather good indie band. Or at least they were, because they could have split up now for all I know.



### DIABLO
Same as Sauron really except Diablo means devil or something and that's a bit scarier than Sauron, which probably means lizard-like or something.



### TALON
Small but fast. A bit like a Peugeot 205 GT – I should know because I've got one. A Peugeot that is, not a Talon.



### VERTIGO
Very long neck and a very long tail. The tail is good for reducing the brain power of opponents. Also spits a lot which hurts your opponents. Use Vertigo against Blizzard and Chaos especially.

Continued overleaf ➡




And, of course, when you do win you get the chance not only to deliver the *coup de grace*, but to gloat about it afterwards. Hurrah!



Vertigo hits Talon. In the jungle. Yesterday. Note the worshippers in the background.



Same bout and Talon fights back. Notice how Vertigo's brain strength meter has also suffered.

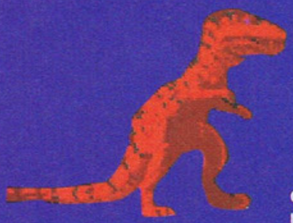
em-up expert and he doesn't like the game at all but I reckon it's great fun. Hitting combinations takes practice but they aren't so impossibly complex you never get 'em and each of the characters has their own strengths and weaknesses which take a while to discover and exploit. Even if you're not much cop at this highly specialised genre you'll still find you can actually play the game because you can rely on the simpler stuff to get you through.

## HIDDEN DEPTHS

What really works though, and this is what separates the men from the boys in the world of beat-em-ups, is the hidden depths contained within the game. *Primal Rage* has gameplay that really does reward practice and that means you can get better at playing it, and we all know that if you can get better at playing a game you're going to enjoy it for longer. Witness that dreadful game *Rise of the Robots*, great graphics (even if the characters couldn't turn around – tee hee), but the gameplay was bloody awful because it took absolutely no skill to finish the thing.

At the end of the day, *Primal Rage* is good stuff. It's not quite *Amiga Format* Gold material but it does get very close. You'll enjoy this just because you're a beat-em-up fan and you should still enjoy it, even if you're not.

The only downside is that you really do need a second disk drive and even with one you'll find the amount of disk swapping becomes a bit of a pain (the game comes on four disks and is not hard disk installable), so bear that in mind if you're an impatient type who can't be doing with changing disks every couple of minutes. Otherwise, enjoy.



Chaos feels Armadon's wrath. Note how the little worshippers run from one side of the screen to the other to follow their paricular hero.




Just to prove that dinosaurs really did stand on their tails and use their hind legs to gouge their enemies, we have photographic proof.



## PRIMAL RAGE

Publisher
**Time Warner**

Price
**£29.99**

Versions
**A1200**

System requirements
**2Mb**

Release date
**Out now**

**7/10 GRAPHICS**
Rather excellent dinosaurs, OK backgrounds and good animation.

**5/10 SOUND**
Sparse spot effects, but they're OK. There's no charge in the voice of the chap who shouts RAGE at the start but it's adequate.

**7/10 ADDICTION**
Jusk keeps you coming back for one more bout.

**8/10 PLAYABILITY**
Gets better the more you discover. A quick blast on the training option should have you bitin' and scratchin' with the best of 'em.

### OVERALL VERDICT

A very enjoyable beat-em-up with gore if you want it and no gore if you don't. Should appeal to hardcore fans as well as fair-weather fighters because there are loads of combos to be found and used. Damn jolly fine.

**88%**

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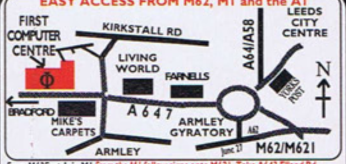
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| ASF built in, 4 LQ fonts. | |
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|---|---|
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|---|---|
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|---|---|
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| Epson LX-300 | £124.95 |
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| Canon BJC 4000 mono (single) | £6.95 |
| Canon BJC 4000 mono high cap. | £28.95 |
| Canon BJC 600e mono high cap. | £8.95 |
| Canon BJC 600e colour | £7.95 |
| HP.Deskjet colour | £24.95 |
| HP. Deskjet double mono | £22.95 |
| HP. Deskjet 660 double mono | £23.95 |
| HP.Deskjet 660 colour | £25.95 |
| Epson Stylus mono | £13.95 |
| Epson Stylus colour | £27.95 |
| Epson Stylus Col. II/S/820 Mono | £17.95 |
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|---|---|
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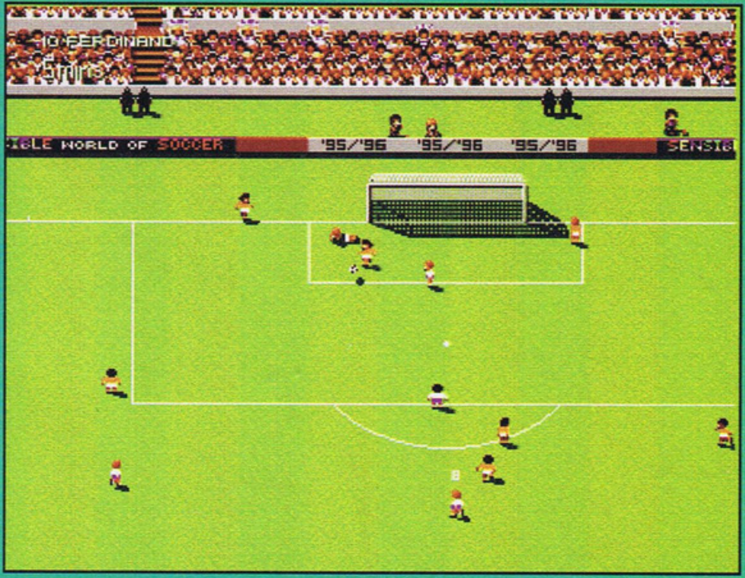
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# Sensible World of Soccer

## European Championship Edition

**Andy Smith** sews three lions on his shirt, sings a bit and prepares to fail to qualify for the second round.



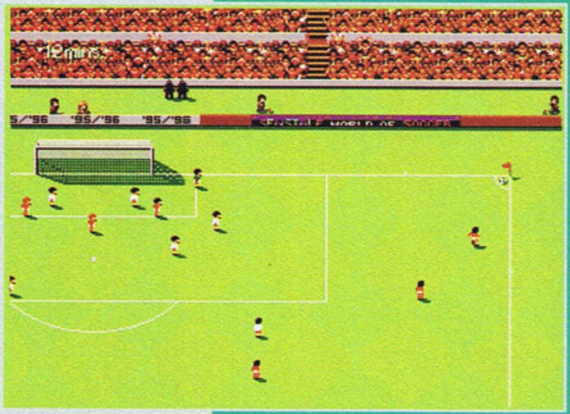
Ferdinand rattles the post against Holland in the first round of the European Championships. Are you watching Mr Hoddle?

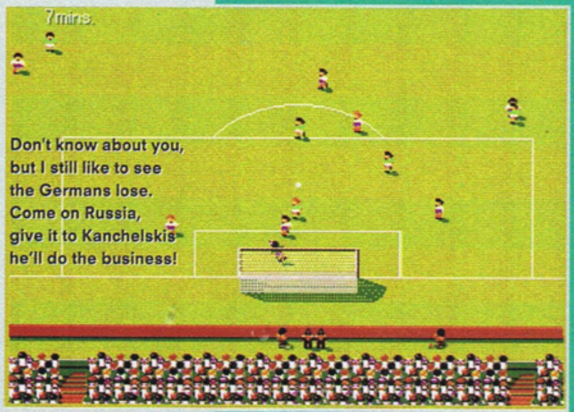
Euro '96 is billed as the biggest sporting event to be held in Britain for 30 years which is strange, because last year's Youth Olympics were also hailed as the biggest sporting event to be held in Britain for the last 30 years. Ho hum. Marketing eh? It's a funny old game all right.

Euro '96 is going to be absolutely brilliant. England versus Scotland at Wembley is going to be incredible. I can hardly wait. The Quarter Finals and onwards are going to be particularly exciting – due to the major rule change being introduced.

After 90 minutes the game goes to extra time and the Golden Goal rule has its first showing in a major European competition. The Golden Goal is the Euro '96 organisers way of saying sudden death and it works as you'd expect. From the Quarter Finals onwards, if the scores are level at the end of 90 minutes the teams play a maximum of 30 minutes of extra time and the first side to score, wins. If there's no score at the end of the period of extra time then the game goes to penalties as usual.

My chaps get ready to exploit a corner. Nick has a fiendish diving header trick for corners, or so he claims. We have yet to see it in action.



Don't know about you, but I still like to see the Germans lose. Come on Russia, give it to Kanchelskis – he'll do the business!

### GOLDEN RULE

The Golden Goal changes the whole shape of the game, that 90 minutes now becomes very important. You don't want to be playing for extra time at all because any kind of flukey goal can have you heading home. I reckon it's about time this rule was introduced anyway because penalties have always, always been a lottery. Sure, they may be exciting for a few minutes, but then the game is exciting enough without having your progress in the competition decided by a single kick.

### GOLDEN ERROR

This Golden Goal has been in debate for a long time but it's definitely happening according to the Euro '96

### GRAEME

As a non-football fan the significance of rulings such as the "Golden Goal" and the like, pass me by. However as a devoted *SWOS* acolyte, new developments in *Sensible Soccer* always grab my attention – if only for me to squeal "that should have gone in, it always used to". *SWOS 95/96* certainly had me crying after a number of sure-fire goals had been saved, but after a few exiting and high-scoring games against Nick, I discovered there are new "scoring-spots" (which I will not divulge). It's a shame that you still can't install the game to hard disk though, as I could happily sacrifice a few Mb on my computer to get Liverpool performing just the way I want, and reduce the amount of disk-swapping needed.

# Soccer Euro 95/96



## JONESY

**On a brief journey from the 'real' world of *Total Football* back to the familiar clutter of the *AF* office, it was a joy to be helping little sprites rush around the pitch once again. All right, getting stuffed when playing Bristol Rovers is always disappointing, but by the time I had got rid of the joypad and had a sweaty joystick nestling in my palm, the old magic was back and I humiliated Andy 2-0 playing Croatia against Denmark. Sensible is brilliant. The Euro '96 hook is a rip-off – you certainly don't need this game if you've already got yourself a version of *SWOS*, but you DO need *Sensible World Of Soccer*.**

Press Office, who I rang to check with just this morning (May 17).

Maybe someone at Sensible should have rung them too because then maybe they might have included this crucial rule change in the game.

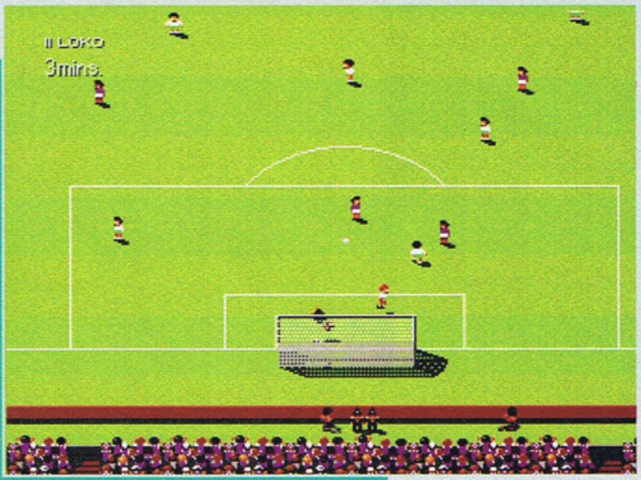
In Sensible's *European Championship Edition* of *SWOS* '95/'96 they've stuck to Quarter Final and beyond matches going on for the full amount of extra time. Sorry chaps, this isn't true. First goal in extra time wins.

### POOR EXCUSE

Sensi would, presumably, defend themselves with a 'Well no firm decision had been taken when we were putting the competiton together and we had to get the game out and on the shelves before the competiton started'. Reasonable enough you'd think but it isn't.

Today is Friday May 17. I have a boxed copy of the game (exactly like the one you're going to find on the shelves) and Euro '96 doesn't kick off until June 8th which is 22 days or just over 3 weeks away. Yes, things might have been a bit tight but I reckon there was plenty of time to get this rule included (the decision about the Golden Goal was taken long before today, incidentally), so Sensi will have to come up with a better reason/excuse.

I have another problem with this game. In *SWOS '95/'96* you can create a European competition yourself using the game's DIY Competition option. You can pick 16 European teams, have them in four groups of four, have the top two teams qualify for the quarter finals when the competition becomes a knockout contest. Hmmm, isn't that just a little bit like Euro '96? Well, yeeeess, but the major difference here is that you don't get to choose which teams go in which groups.




**The smart money's on France to win the European Championships this time round and here they are banging one in against Bulgaria.**



**Here's a shot from *SWOS '95/'96* where I'm creating a competition involving 16 European teams divided into four groups of four. Ho hum.**




**I've got a lot of time for Croatia, and they've got the best footy strip I've seen in a long time. Unfortunately that isn't obvious from this shot.**




**Here I've managed to buy Asprilla, Yeboah and Juninho for Blackburn without spending a penny. This top trick will be revealed next month.**

**At the end of a hard season it's good to check out what's been happening in the rest of the world. I wish I'd put a fiver on Quezal Tepeque to win the El Salvadorian third division.**



EL SALVADOR DIVISION 3

| | | PL | W | D | L | F | A | PTS |
|---|---|---|---|---|---|---|---|---|
| 1 | QUEZALTEPEQUE | 22 | 12 | 5 | 5 | 30 | 20 | 41 |
| 2 | C.D.SANTIAGUENO | 22 | 10 | 7 | 5 | 37 | 21 | 37 |
| 3 | CENTRAL IZALCO | 22 | 8 | 8 | 6 | 28 | 24 | 35 |
| 4 | ONCE LOBOS | 22 | 8 | 10 | 4 | 27 | 22 | 34 |
| 5 | C.D SAN RAFAEL | 22 | 8 | 7 | 7 | 32 | 35 | 31 |
| 6 | C.D SALVADORENO | 22 | 7 | 9 | 6 | 22 | 25 | 30 |
| 7 | ISIDRO MENENDEZ | 22 | 6 | 11 | 5 | 24 | 22 | 29 |
| 8 | C.D MALACOFF | 22 | 7 | 5 | 10 | 32 | 30 | 26 |
| 9 | CALVARIO-METAPAN | 22 | 6 | 5 | 11 | 18 | 29 | 23 |
| 10 | C.D.HURACAN | 22 | 4 | 10 | 8 | 18 | 25 | 22 |
| 11 | FUERTE AGUILARES | 22 | 5 | 7 | 10 | 14 | 20 | 22 |
| 12 | ONCE MUNICIPAL | 22 | 4 | 8 | 10 | 25 | 37 | 20 |

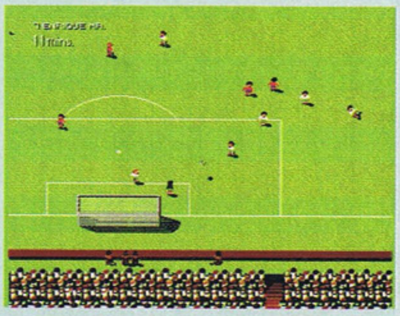



**A version of *SWOS Ed* can be found on the CD, in the Games/Editors drawer – but don't blame us if it screws up your saved games!**

**Continued overleaf ➡**

## NICK

Well, you can't win can you. What would you do if you were Sensi? Hundreds of people whine at you all the time that the teams are out of date, that there should be this and that and whatever in the game. Then when you do release a version everyone claims that you are cynically cashing in on the previous popularity of the game. Personally, I am one of the sad completists who would probably want to upgrade to the latest version, but I can see how others may disagree. The omission of the "Golden Goal" sudden death option is a major oversight for a game which is supposed to celebrate Euro '96. The game does show a few other disturbing traits. Although some of the goal scoring positions have been tightened up, it does seem paradoxically easier to score with good players. In all my games against Graeme, Yeboah seemed to basically score every time he got a shot in. The computer still plays like Steve Bradley on ten cans of Jolt Cola. Still, on the final whistle, if you have never owned a version of *SWOS* before, this is the one game that should be in your collection above anything else.



The Spaniards open their legs and show their class (loosely based on a famous quote by David Coleman).




Looks like England and Scotland have got it all to do now if they're to progress to the knockout second round. Which sees the introduction of the Golden Goal rule.




My assistant coach doesn't agree with my tactical changes to Blackburn for the next match. He's put a big X above the team to show his disapproval.




A score-line you'll never see in the European Championships at Semi-Final stage because the game would have been settled by the Golden Goal. Are you listening Sensible?



Switzerland vs Holland here and Holland are in the white. Sutter for Switzerland has just rattled the bar. Hard luck Sooty!

### WHAT CHANGES?

*SWOS '95/'96 European Championship Edition* has Euro '96 already pre-set. With the right teams in the right groups and stuff.

So what about all the gameplay improvements that Sensi have made? What about the increased passing aftertouch? What about the new, easier to score from, corners? And what about the updated players and stuff?

Well, the players have been updated sure enough, but there aren't really any major changes to the gameplay. Even the subtle changes are subtle to the point that I didn't really notice 'em.

### CASHING IN

This *European Championship Edition* has little to add to *SWOS '95/'96* – simply the inclusion of the pre-set Euro '96 tournament. This is a cynical attempt to cash-in on those championships and although there's a part of me that says 'Well, why the devil not? If they can get loads more people to buy the game then good for them. Have another Porsche Mr Hare."

But there's another part of me which shouts a bit louder and that says "Don't bother with it mate. If you've got *SWOS '95/'96*, then stick with that. This one's not worth forking out for."

At the end of the day you're left with what is still one of the greatest ever games for the Amiga. If you haven't already invested in a copy of *SWOS*, of whatever variety, then get yourself down to the shops and buy this version straight away. AF

## SENSIBLE WORLD OF SOCCER 95/96

Publisher
**Time Warner Interactive 0171 391 4300**

Price
**£19.99**

Versions
**All Amigas 1Mb and above**

System requirements
**All Amigas**

Release date
**Out now**

8/10 GRAPHICS
**They've always been tremendous. And they still are.**

7/10 SOUND
**There are a couple of crowd chants and the odd whistle being blown but these are drowned out by the sound of yourself shouting at the screen.**

8/10 ADDICTION
**As impossible to put down as all the other versions.**

9/10 PLAYABILITY
**If it could be canned you'd make a mint selling it to everyone else.**

### OVERALL VERDICT

**This is *SWOS 95/96* with a pre-set Euro '96 competition. The dilemma is this: the game is brilliant, but this version offers little more than the last. Sorry Sensi, I can't possibly recommend this to anyone who's got *SWOS* or *SWOS 95/96* already.**

# 20%

### HOWEVER SCORE

**But what about if you haven't got one of the *SWOS* incarnations yet? If that's the case, then this game should be at the top of your shopping list because it's absolutely brilliant!**

# 96%

AMIGA GOLD FORMAT

They're not commercial releases, they're written by you. They are the...

# Reader Games

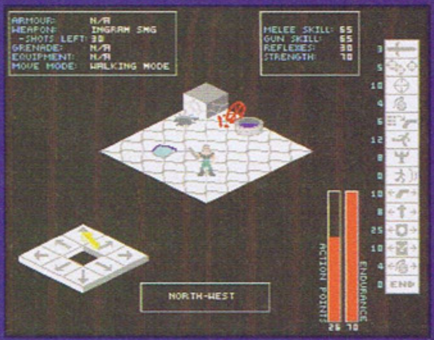
There is one sure way to make sure every game that you play is tremendous and that is to write the game yourself. Some of our smarter readers have already thought of this and done exactly that. Then the really, really smart ones send their creations into the *Amiga Format* office for us to offer some constructive criticism. And then we have a good laugh at the really bad ones too. Here goes...

## GAME: TIMECORPS
## AUTHOR: CHRIS HOSIER
## LANGUAGE: AMOS

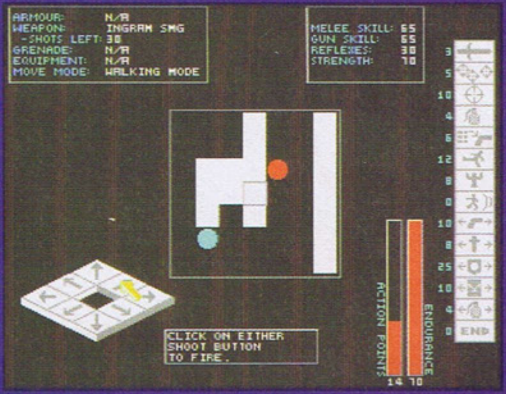
*Laser Squad* is the inspiration for this action-points style skirmish combat game. If you're unfamiliar with the format for this type of game, it's basically this: your character(s) have a set number of points that can be spent by moving, shooting and generally carrying out actions. Once you've used all your action points you end your turn and the computer forces have a go. The game continues in this fashion until either everyone's dead or the scenario objectives have been achieved.

Chris Hosier has made a valiant attempt to produce a game using the above formula and mostly it works. The only real gameplay criticism that could be levelled at it is the limited view the player has. The (dreadfully misspelled) mission briefings let you know exactly what you should be doing, but you're dumped in the middle of the action with very little to let you know who or what's around. This could be rectified with a small mission map, or some kind of 'let me scroll around the place to see what's about' feature.

The graphics are crude, to be polite, and the menu interfaces are clumsy and awkward, but the gameplay's there and though it's very simple, it's fun.

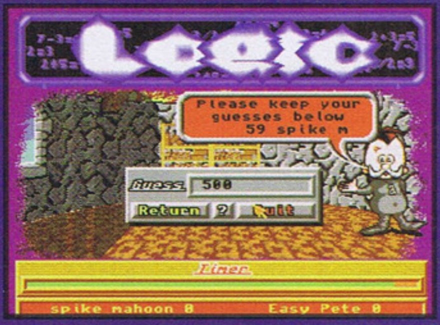



Above: Here's your character at the start of a scenario. The view volume is way too low which means you wander into trouble unwittingly.




Right: Here you are in combat mode. You're the blue dot, trying to kill the red dot.

**VERDICT:** IT LOOKS TERRIBLE AND IT'S VERY CLUMSY AT TIMES BUT THE GAMEPLAY IS FINE. WITH MORE POLISH AND THOUGHT THIS COULD BE A LOT BETTER BUT AS IT STANDS IT'S A GOOD FIRST ATTEMPT.




Right, well that helps.




So it's somewhere above 12 and below 59. This will take approximately 10 seconds to work out...

## GAME: LOGIC
## AUTHOR: GUY MOODY
## LANGUAGE: EASY AMOS

Like last month's text-only *Elite* variant, this game is absolutely bonkers. It's just plain crazy! The idea's as simple as this: the computer thinks of a number and you have to guess what that number is. Got it?

Suppose the computer has thought of the number 78, your first effort is, say, 630, the computer tells you to keep your guesses below 100, so you then guess 25. The computer then tells you to go higher. You go 85. The computer says lower. You say 70. The computer says higher and so on and so forth until you arrive at the number 78.

There's even a tournament mode, when several people (or computer opponents) try to guess the number in the fastest time. If you're the slowest to guess then you're booted out.

It's very well put together and it's all very plain and easy to play (the Amiga speaking to you is dreadful though), but there's no reason on Earth why you'd want to play it and, like the text-only *Elite* game, it's incredibly addictive. Boot this game up and you'll find yourself playing the damn thing over and over again and enjoying it too!

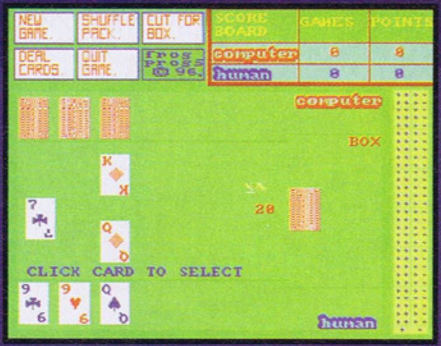
**VERDICT:** AN INSANE IDEA THAT'S WELL IMPLEMENTED AND ALSO TREMENDOUSLY ADDICTIVE. THE ONLY REAL PROBLEM WITH *LOGIC* IS THE SIMPLE FACT THAT NOBODY IN THEIR RIGHT MIND WOULD PAY GOOD MONEY TO PLAY THIS.

Continued overleaf ➡

## GAME: CRIBBAGE
## AUTHOR: M. FRENCH
## LANGUAGE: UNKNOWN

All right, so it's cribbage. You either enjoy playing cribbage or you don't. If you do, then surely every computer cribbage game is going to be like every other computer cribbage game, so why have we picked this one out?

Someone once said "Less is more, and God dwells in the details" and that's the phrase that springs to mind with this offering from FrogProgs (a butcher from Witney in reality), as it's a classic example of how just a tiny detail can make all the difference. The tiny detail in this game is the mouse pointer – you can't see the damn thing!




You see that funny blur above the number 20 in the middle of the screen? That's the mouse pointer that is.

The game plays cribbage fine. The graphics are adequate and everything else is as it should be, if only the bloody mouse pointer was visible when you needed it (when discarding cards for example – as soon as you move the pointer down to pick one it disappears. You then have to move the mouse around randomly until a highlighted border appears around one of the cards).

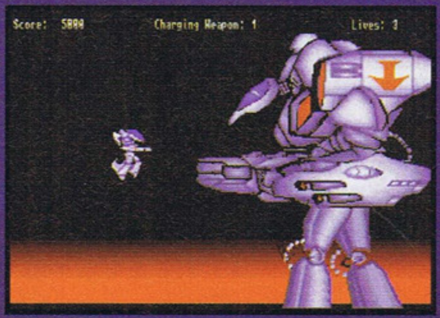
We know that all games have limitations, but the key to great game design is to put yourself in the shoes of someone who's never played the game and make it as easy as you can for them. And that means if you're using a mouse pointer, make it easy to see.

**VERDICT:** REMEMBER THE DETAILS. IF THERE'S A LOT OF TEXT IN THE GAME, MAKE IT BIG AND EASY TO READ. IF THERE'S A MOUSE POINTER IN THE GAME, MAKE IT BIG AND EASY TO SEE.

## GAME: RAZOR
## AUTHOR: DANTE MENDES
## LANGUAGE: AMOS PRO




Dig those groovy background graphics. Dig those groovy enemy sprites. Dig the strikingly familiar gameplay.



For some reason best known to the Brazilians, you change shape when you come up against the end of level guardians.

Here's a game from that well known hotbed of amateur Amiga talent – Brazil. It's a horizontally scrolling shoot-em-up and as such it's got all the bits you'd expect, including power ups and end of level guardians.

The background graphics are generally good but the screen does jerk a bit. The sprites are also of a high quality and there's a large variety of 'em that come at ya. Sound and music are good but have definitely come out of the 'horizontally scrolling shoot-em-up music library'.

Altogether the game's extremely well done, so there's not much more to say. I doubt the game's good enough to become a commercial release primarily because it's just another horizontal scroller which offers nothing above and beyond the usual.

Dante informs us that there's a healthy Amiga user base down Rio De Janeiro way (actually he lives in Florianopolis but no-one's ever heard of that), and if that's the case then let's hope his mates send some more of this high-quality stuff.

**VERDICT:** A VERY COMPETENT HORIZONTAL SCROLLER. THE SCROLLING COULD BE SMOOTHER BUT THAT'S THE ONLY TECHNICAL IMPROVEMENT IT REALLY NEEDS. IT COULD DO WITH AN INJECTION OF NEW IDEAS IN THE GAMEPLAY DEPARTMENT THOUGH.

## GAME: PIPEZ
## AUTHOR: DARREN MYATT
## LANGUAGE: AMOS

Here's a genre that's been tackled by many a reader – the *Pipemania* clone. This one's especially good though because it's been well designed and implemented. The levels start just taxing enough and become very difficult.

The playing area's a screen-sized affair complete with a release point and a goal. The idea's to guide a ball from the release point to the goal using bits of pipe (various shapes including the usual right angles and one-way pipes and so on) and making sure the ball doesn't bump into any of the obstacles (magnets, wrong-way pipes etc.) or walls.

That's about the size of it really except to say that as you progress through the levels you're given route choices to the next levels (including bonus ones – coo!).

Darren's done a great job here, everything's all very straightforward and easy to use (although new pieces of pipe and obstacles do take some trial and error to discover exactly what they do, but then that could be sorted out if there was some kind of small manual to go with the game). Not quite up to the high standard set by last month's puzzle-em-up *Jinx*, but not far off. Keep it up Darren and let's see some more real soon.




Finish certain levels in Pipez and you're given route choices. As you can see here though, we managed to fail all of the choices available. Ahem.




With the pipes rotated in the right direction and dropped in the correct place any fool can see the ball is going in the goal. Hurrah! Score one for *AF*.




This one's a bit trickier than it looks because you have to use all of the pipes (or is that pipez?) available. Hmmm, not as easy peasy as it looks.

**VERDICT:** A FINE EXAMPLE OF A SIMPLE PUZZLE GAME FROM A WELL EXPLORED GENRE. VERY WELL PUT TOGETHER AND GREAT FUN TO PLAY. THE WORST THING WE CAN SAY ABOUT THE GAME IS THAT THE SOUND EFFECTS (STRAIGHT FROM AMOS) ARE RUBBISH. TOP STUFF.

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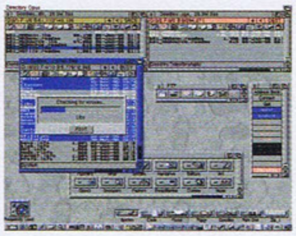


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# GameBusters

**If you haven't got all of the latest Amiga titles then this month's Gamebusters is for you. We've included some hints and tips for some older games.**



ALIEN BREED 3D II: The excellent demo from Team 17. We've got some tips for you already.

■ they'll drain your energy faster than you can kill them.

## AB3D II – THE KILLING GROUNDS

George Robinson from Norwich has discovered a cheat for the issue 84 demo of *Alien Breed 3DII*. All you have to do is play the demo normally, collect some ammo and then when you press escape to quit or die, you will keep the same amount of ammo you collected the last time. This will allow you to clock up huge amounts so that you never run out.

George also has some other general tips on the game:
To kill the red floating blobs, side step round the corner a bit so that your gun can just fire past. Then fire quickly when the red blob comes into view. If they try to fire, quickly side step out of the way. They usually take about five shots to kill.

Use the same tactics to kill the big red robots, but never position yourself directly in front of them because they'll drain your energy faster than you can kill them. They take about four or five shots to kill.

The small blue robots are fairly easy to kill, but avoid their shots none the less. It takes about two or three shots to kill them.

Alex Carr from Maghull in Merseyside has sent us these cheats for the following old classics.

## ZOOL

Type 'GOLDFISH' on the title screen to access the cheat mode. The following keys will then be activated:
F1 to F6 – to skip from world to world.
1 – for invincibility
2 – to skip to next level
3 – to jump to the same level on the next world.
4 – for suicide
There is also apparently a secret shoot-em-up section on level 2-1. To get to it, you'll need to get past the first two crumbling platforms with spikes underneath, then just after the second, drop down next to the spike and onto the platform above your head to the right.



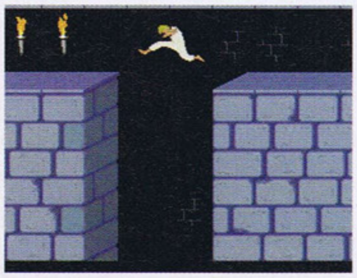
ZOOL: The game where little Ninjas do battle with a selection of brightly coloured sweets.

## PRINCE OF PERSIA

Pressing caps and the number 2 – skips levels one to four.

## BART VS THE SPACE MUTANTS

Type 'COWABUNGA' on the title



PRINCE OF PERSIA: You really don't want to fall down there. No, you really don't.

## HELPING HAND

### THE SECRET OF MONKEY ISLAND 2

I am completely stuck on the *Secret of Monkey Island 2*. I am trying to get the third map piece from the man in the antique shop. I think you have to win the spitting competition to get money for Kate Capsize so you can rent a glass-bottom boat and get the figure-head of the Mad Monkey to swop for the map. I can get to second place by swopping the flags and taking the green drink but whatever I do I just do not seem to be able to get to first.

*Bette Neven*
*London*



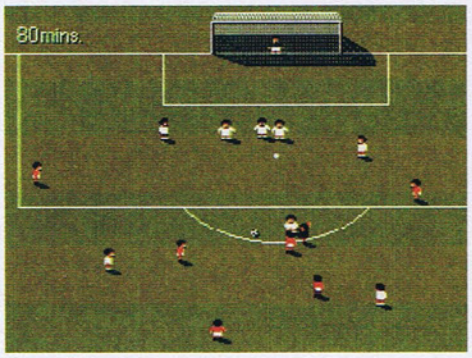
*Go and join the library on Phatt Island – this will provide you with the ID necessary to get a drink at the bar on Scabb Island. Order a Blue Whale and a Yellowbeards baby and mix them together to form a thick green liquid which will improve your spitting power considerably. Return to Booty Island and buy the ship's horn from the shop. Blow this at the spitting contest to distract the referee. While he's away pick up the flags and switch them around. Finally take a sip of the green drink using the crazy straw and take your place at the line. Wait until the wind blows the scarf off the woman on the right and then spit. You should come first. Sell the trophy in the shop to get the necessary six thousand pieces-of-eight.*

### SIMON THE SORCEROR

I am stuck on *Simon the Sorceror* and I have a couple of questions:
1. What should I have and what should I do to get the wax from the beehive?
2. What should I do to get the gold coins from the dragon's cave and help the talking tree?
3. And finally, how can I pass the sandman in the mountains?

*Shy Nimtsan*
*Israel, Hadera*

*1. Enter the house and grab the hat and the smokebox. Use the smokebox on the beehive and get the wax. Return to the pub, chat with the bar person, request a drink and while he is busy use the wax on the barrel at the back of him.*
*2. Use the hook on the boulder above, go up and use the magnet on a rope (thrice) on hole, you now have a gem, exit and locate the dodgy dude and request 20 pieces of gold if he wants the gem. Use the white spirit bought with the gold from the shop on the pink mark on the talking tree. In return the tree will utter some magic gibberish to use against the witch later on.*




**SWOS:** Having problems beating Manchester Utd? We could have the answer.



**TOKI:** If you didn't know, it's a monkey in scuba diving gear. And yes, the monkey can swim.




**PREMIER MANAGER 3:** Get a brill team and loads of money with our handy guide.

screen, 'EAT MY SHORTS' during play or 'SHEEP IN A GROUP WEARING HATS' somewhere else to get you infinite lives.

To jump straight to the end of level one, enter the tool shop and buy a key. Then go and buy some rockets from the novelty shop. Go though the red door in the grey building with the washing line. Next, stand adjacent to the door and push upwards. Hey presto, look what happens.

### TOKI

Typing R, turns the playing screen upside down, activating the function keys as level skippers. Press N to get the screen the right way round again. Also, if you type 'KILLER' while playing F1-F8 will level warp.

## PREMIER MANAGER 3

John McConell from Inverness in Scotland has sent us the following cheats for his favourite footie games. This cheat will give you a good team and loadsa dosh:

At the start of the game start a TWO player game. Pick the team you want to manage and any other team. When the game starts SELL the good players from the numpty team to your team. Do this by offering the club nil dollars. Pay the player more than he wants so you can buy him. Next go to the TELEPHONE screen with the numpty team, phone the good team and try to buy one of their rubbish players. Offer the club 9999999 dollars for him.

Offer the player enough money so that he will move teams. Do the same for his WAGE and CONTRACT. Keep doing this until you cannot buy any more players. You should now have a good squad and lots of money. Make the manager of the numpty team resign so you do not have to bother with the other team.

## SENSIBLE WORLD OF SOCCER

This cheat makes you win any game you want. When you start to play a match and the players run onto the pitch, press W. You will now go to the match results screen and you will have won 2-1.

## BREATHLESS

Tiziano Cappiello has sent us these treasured access codes.

FIRST WORLD
First Arena
Second Arena
181CG3HML13JSE2W
Third Arena
18LCIE5UL7HJSEQV
Fourth Arena
17EC6F14MWHJSEQQ
Fifth Arena
18SCSTSCK4THSDQP

SECOND WORLD
First Arena
18QSJP3KMJIHSGPD
Second Arena
181CKCO401PHSGPG
Third Arena
183CHJ3GMC1HSCPF
Fourth Arena
181BBU28MC1HS8PA
Fifth Arena
181B2N7UHG1HS8P9

THIRD WORLD
First Arena
1818G9HGT6DNS8PT
Second Arena
181BFV28M8VNQ8PW
Third Arena
1818H8KUHSBNQ8PV
Fourth Arena
8N28LP00K9RNQ8PQ
Fifth Arena
17AQIP8WOGRRW8PP

LAST WORLD
First Arena
17JA8JOUUBBRW8SD
Second Arena
176BTAQMJTJRWOSG
Third Arena
17984198UBBRWOSF
Fourth Arena
173RRS92R73RWOSA
Last Arena
8CLQ9J66S7RRWOS9

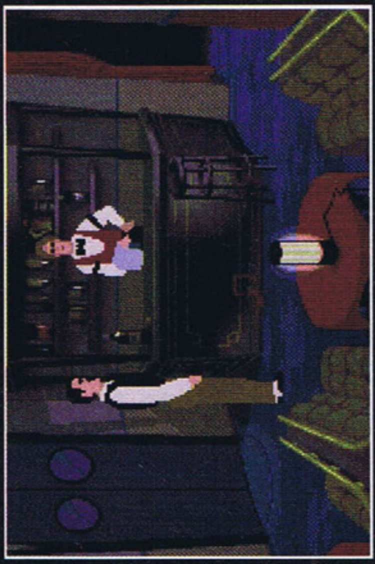


**BREATHLESS:** Have you seen this picture in *AF* before? Of course you have. Every issue since the game was released!

**■ Sell the good players from the numpty team to your team.**

*3. In the mountains find the dirt by the hole, get ore and then return to the village.*

### CRUISE FOR A CORPSE



Please, Please, PLEASE can you help me finish the above game. I cannot defeat Karaboudjan in the Secret Room. The clock time is 5.50pm (i.e. 10 minutes or one clue away from the end). The code on the mermaid is 23C which according to Helpline requires you to speak to Hector in his cabin and not to speak to Dick. However there are two reasons why I cannot achieve this: Firstly, Hector's cabin door is locked. Secondly and more importantly, Hector died earlier in the game. I would be eternally grateful for the final solution.

*M J Abbott*
*Leamington Spa*

*To find out all the information you need to talk to all the characters, with all characters, with all lines of dialogue whenever your path crosses with them.*

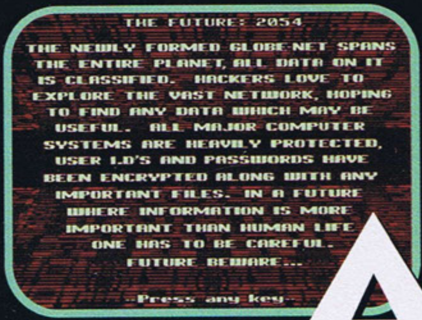
*23C means go to the study. The secret passage opens. Throw the soap (to be found in the toilets on the right) or go into the passage and fight the man you find there. Go into the secret room, examine the puppet, search mafioso. Take the puppet, show it to Daphne and then point out the guilty party.*

## LEND A HAND

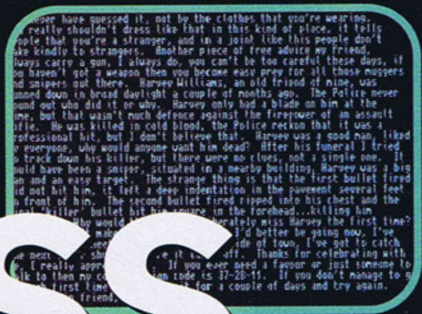
If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it. Send it to:
HELPING HANDS, Amiga Format, 30 Monmouth Street, Bath BA12 2BW



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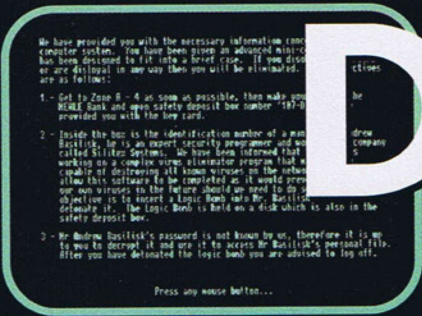



Ah ha! That all important background, scene setting type atmosphere building screen...

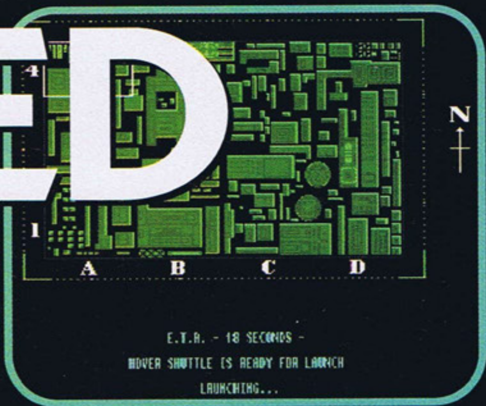


A screen of text. Actually it's full of clues – well, no not really. Not even the code is useful.

# ACCESS DENIED




Your mission Jim, etc etc. There's another page of this yet...




Look! Here you are travelling around the city! Thrill!

**Andy Smith's too thick to play on the Information Superhighway (he'd get run over), but at least he gets the chance to pretend...**




The Future is, and always has been, an interesting place. I wrote that incredibly cringe-worthy intro way back in *AF4* (November 1989) for the game *Interphase* and it's been a constant source of amusement among my reviewing chums ever since. I've included it here to give any newer readers the chance to chuckle along too because, for the sake of balance, there has to be at least one deliberate laugh included in this review.

You're a future hacker (it's 2054). You work for a corrupt organisation called 'The Company', who tell you to do hacker-type things on the 'net (called Globe Net in the year 2054). If you do the things they tell you to do you get some money and the chance to do more things.

The one mission included with *Access Denied* involves you tracking down a floppy disk which contains a logic bomb, that you need to set off, in the source code of a programme which has been designed to fight all viruses. Because your bosses like computer viruses and other mean stuff, they want the anti-virus programme destroyed.

This then involves you taking text-only cab rides to Cyberpubs and Cyberbanks, text-only interaction with a few people before logging on to Globe Net and doing various bits of simple detective work to hunt down passwords and other bits that enable you to proceed further.

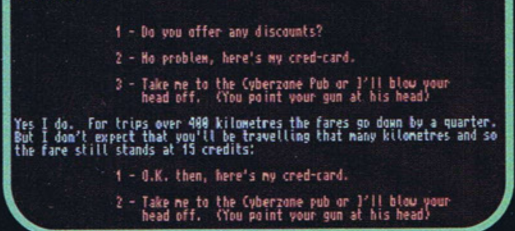
And that's the basic problem. Just when you think you're starting to get somewhere and are actually having a kinda text-only bit 'o fun you discover you've done what you're supposed to do and the game comes to a complete stop. This process should take anyone over the age of 12 about 30 minutes. 15 if they've played any kind of text adventure in the past.

The hardest part of *Access Denied*, and in fact the only reason why it takes that long to play is because there are screens and screens and screens of text to be read. They're good screens of text, the writing is good – atmospheric, well paced and entertaining – which is nice. And there are a lot of them. Nice, if you like reading.

I don't want to kick Solo when they're down, because *Access Denied* does actually show promise. It's not innovative or full of amazing visuals (ahem) or anything, but it's better than your average PD offering in this vein.

I am appaled though that they have the gall to charge some £13 (inc P&P) for a game that's going to take minutes to play. Solo are actually planning an *Access Denied Mission Two* for the end of the year and I'm looking forward to it because I'm sure there's going to be loads more depth and challenge to it. As for *Access Denied Mission One*, It's not good, big or clever and I can't recommend anyone buy it. The price is £12.95 including post and packing. Send cheque/IMO/PO to:
Solo Software
35 Lee Street
Horley
Surrey
RH6 8ER

We're into the game now and things are panning out just fine. I think I've had enough of this particular cab driver...




## ACCESS DENIED

Publisher
**Solo Software**

Price
**£12.95 (inc P&P)**

Versions
**A600 A1200**

Release date
**Post to Solo**

**6/10** GRAPHICS
**Readable text, but it could have been in a bigger font.**

**3/10** SOUND
**A dreadful background drone interspersed with a very rare piece of good speech.**

**7/10** ADDICTION
**While it lasts, yes.**

**5/10** PLAYABILITY
**Generally all right. Hardly exceptional, but adequate.**

### OVERALL VERDICT

**So much promise, so little delivered. There are good PD games around that are more fun, will last longer and are a whole load cheaper. *Access Denied*? I wish it was.**

**15%**

# TOTAL FOOTBALL

## TOTAL REALISM, TOTAL EXCITEMENT, TOTAL PLAYABILITY!







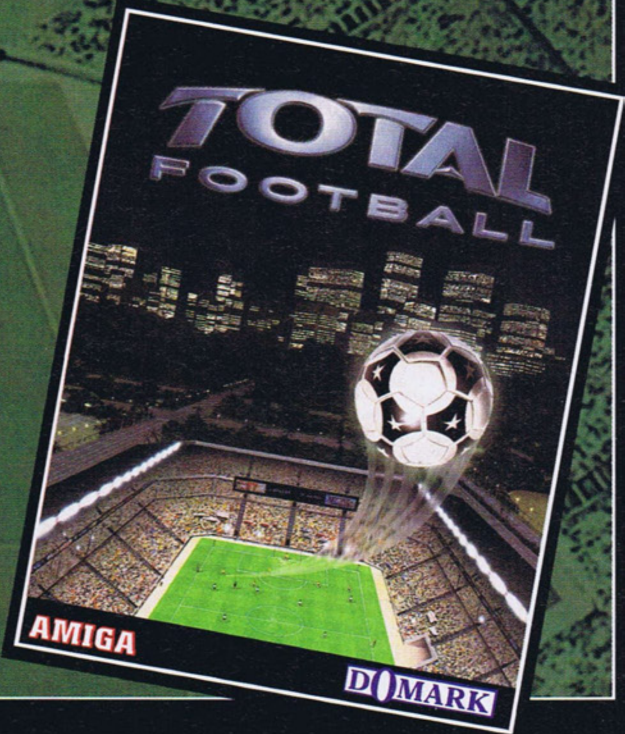

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DOMARK

http://www.domark.com/

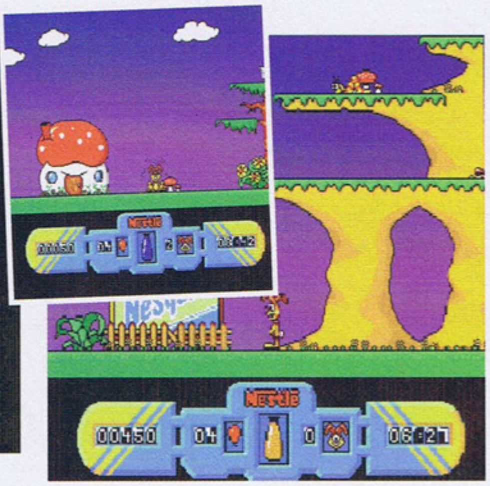
AMIGA

# PD select

**What's lingering in the depths of the Public Domain? We pick out the best of this month's offerings and Robert Polding guides you through them.**




It seems like the rabbit prefers chocolate flavour milk.







Above: I'm not entirely sure if this sort of outrageous advertising is ethical, but then, if the game's good it doesn't really matter.

Left: The graphics are bright and cheery and the music's bearable if you don't play for hours at a time.

## NESQUICK

GAME

*By* ......................................*Scodz*
*Ware* ...............................*Freeware*
*PD Library* .............*17 Bit Software*
*No of Disks*..............................*One*
*Price* ...................................*£1.50*

Platformers, I have to admit, aren't my favourite games. I can, however, still recognise a great achievement in a good one. This German number is excellent fun, and presented with style. It starts with a funny digitised advert for Nesquick (in German). The character of the game moves much like those in the now ageing 'Scooby & Scrappy-Doo', with great fluency. The aim of the game is, like many platformers, to collect objects while shooting or avoiding enemies, but it won't satisfy shoot-em-up fans as you have to collect shots, so you can't just run and blast! The game is designed for the younger player but, thanks to the graphics and playability, it can be enjoyed by almost anyone (unless you really can't stand platformers.) A problem that does arise during the game is that the messages that appear on the screen are all in German. Although not a great flaw, this could have been avoided. The introduction of the Locale preferences in Workbench would break the language barriers, and in many games there are startup menus that allow the player to choose their preferred language. Apart from this little quirk this is an excellent effort that is highly above average for a PD game.

**Continued overleaf ➡**

## PD selection of the month

## ROTATOR

GAME

*By* ......................................*Timothy Gilbert*
*Ware* ..............................................*Licenceware*
*Library* ..................*5th Dimension Licenceware*
*No of Disks* .................................................*Two*
*Price* ..........................................*£3.95 + 50p p&p*

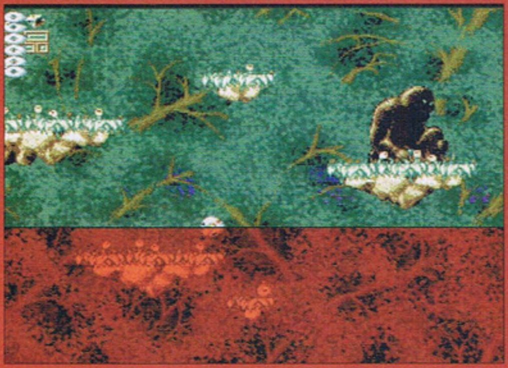
Licenceware games are often better than PD offerings, and this game is certainly no exception. Following in the style of the now ageing *Executioner* and *Exile* (re-released a small time ago), this floating platformer has an added challenge when moving: gravity.

The aim of the game is to collect all the crystals on each level while avoiding the spikes and obstacles. It sounds like it should be easy but the game certainly isn't easy. However you will play it for hours (as I did) just trying desperately to get onto the next level and then ultimately the next world.

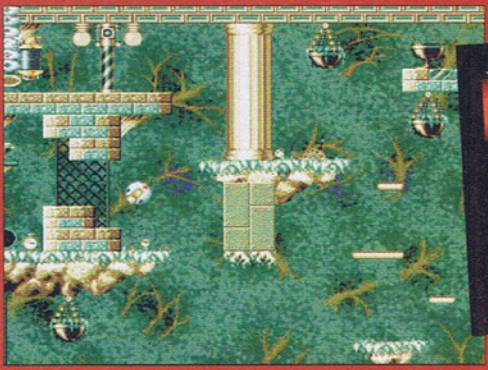
The animation is perfect, as are the graphics. The sound is also excellent, for example, when you finally collect the last three of the crystals you are rewarded with a little speech, which I thought was a very nice touch.

There is a hard disk installer provided, so if you enjoyed the game as much as I did it can stay on your HD. There are options for saving, so you can continue where you left off, and the ability to choose your levels from all the worlds when you complete them.

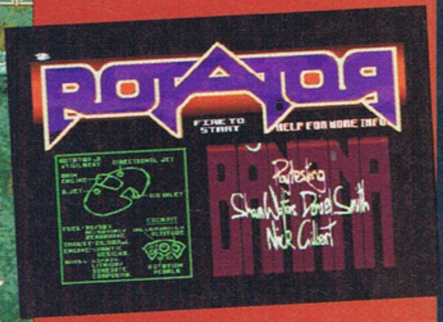
The controls are a bit tricky at first as you have to get used to being careful with the gravity, but this is soon mastered and once done manouevering becomes easy. £4.50 is great price for an excellent game.



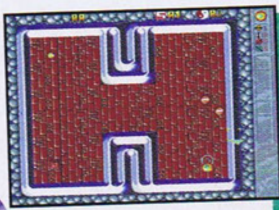
If you haven't managed to get off the first platform before the tree fills with blood then you're in big trouble.



If you can't tell, you're the small round blob to be found hurtling towards a nicely textured brick wall.

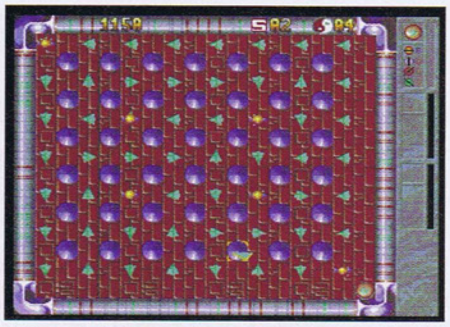


MARBELOUS: The aim is to roll around the board collecting items and avoiding obstacles.






MARBELOUS: The impressive graphics on this opening screen are, quite simply, marvelous.



MARBELOUS: Once you've completed the first screen, it all gets rather confusing.

ON THIS MONTH'S CD

## MARBELOUS

GAME

*By* .................... *APC&TCP*
*Ware* ................ *Freeware*
*PD Library* ............*17 Bit Software*
*No of Disks*...........................*One*
*Price* ................................*£1.50*

Most puzzle games are simple, boring affairs that can be finished in seconds, but this one matches many commercial efforts and is highly addictive. The major falling point on first loading is the apparent lack of speed, but this was soon rectified when I got onto the second level, and the ball began to launch all around the screen.

The concept of this game is to guide a ball around using arrows. These are made by pressing the mouse and moving it in the direction you want, then waiting for the ball to move onto it. You must stop the ball hitting walls and other obstacles placed around, and finally make your way to the exit. The graphics aren't incredible, but adequate for the game, and the sound is much the same. The high points are easy controls, mindbending levels and the addiction. Again the presentation is excellent, the titles at the start look stunning and the game has a polished feel.

## MENUS & MORE (M&M)

UTILITY

*By* .......................*Axel Sodtablers*
*Ware* ..........................*Shareware*
*PD Library* ...........*17 Bit Software*
*No of Disks*...........................*One*
*Price* ................................*£1.50*

This utility has the power to create anything from menus to multi-media presentations. It's not a common sight to see a Public Domain programme with these abilities, and with an excellent interface. It isn't *ImageVision,* but it does have the ability to create programmes you could use for disk magazines, hard disk menus, simple presentations and even complex ARexx utilities, that could control your applications. Even the installer script is written using the programme, and it shows what it can do by having a real-time progress bar, standard Amiga requestors and ARexx to copy the files. There are several examples included, and looking at them allows you to become quickly acquainted with the programme, but it may still be too complex for first time users. If you need a utility for a presentation or a menu and can't fork out for *ImageVision*, then this is an easy and well-programmed utility. Please note the Shareware status, and if you like the programme then you must register.

## PIC-IT

GAME

*By* ..........................*Rob Massey*
*Ware* ..........................*Shareware*
*PD Library* ............*17 Bit Software*
*No of Disks*...........................*One*
*Price* ................................*£1.50*

This is one for fans of day-time quiz shows and trivia. The game basically is a quiz with the look and feel of an American game show. I have to say this is one of the first P.D. quiz games I have enjoyed using, although after answering all the questions it lost it's initial appeal. It only really becomes fun if you have a pal around, a few beers and some good music.

By answering the questions, part of a digitised picture or a famous phrase is revealed. It's very much in the style of Catchphrase and the winner is the first person to guess the identity of the person in the picture or what the phrase is. The control is easy and the questions vary in difficulty. The game can become quite close and exciting, and you also learn the answers when you get them correct (so you can practice and thrash your mate next time). If you have a small general knowledge this could help a bit (there aren't too many questions) or you could become incredibly annoyed because you can't answer any. The shareware charge is just £3, and this includes an extra disk with new questions and pictures.

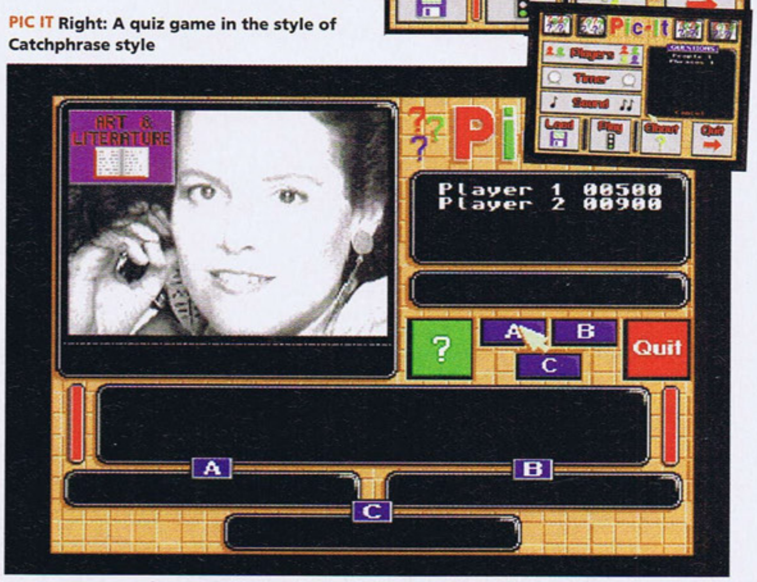



PIC IT Right: A quiz game in the style of Catchphrase style

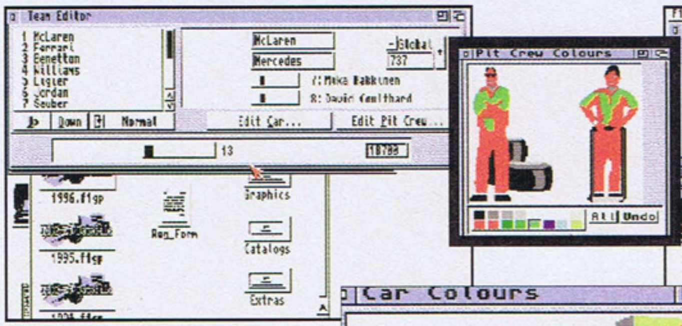
MENUS & MORE: It's not *ImageVision*, but it's still a useful and effective utility.



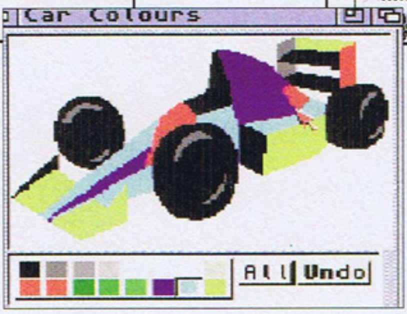

MENUS & MORE: Ideal for disk magazines, hard disk menus or simple presentations. It's not often you find this sort of utility in the Public Domain.

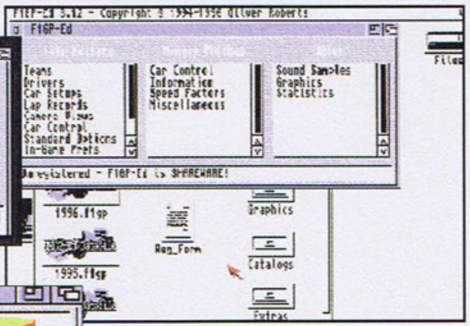



PIC IT: Answer the questions correctly and the identity of the person behind the squares will be revealed. In this case I think I'd rather it had stayed hidden.



FORMULA 1 EDITOR: One of the best racing games of all times has now been made even better.





FORMULA 1 EDITOR
Above: A multitude of decisions to be made before embarking on *F1GP*.

FORMULA 1 EDITOR
Left: Choose your favourite colours for your flashy motor.

## FORMULA 1 GRAND PRIX EDITOR V3

EDITOR

*By* ......................*Oliver Roberts*
*Ware* ........................*Shareware*
*PD Library* ........*17 Bit Software*
*No of Disks* .......................*One*
*Price*...............................*£1.50*

*F1GP* has become a cult game across all platforms. However, the Amiga version lacks some of the speed and impact of the PC version. Now, thanks to the introduction of *F1GP-Ed*, this has changed. Now you can customise almost every part of the game. The most impressive feature of the programme has to be the ability to increase the frame rate, allowing you to play at 25 frames per second (on a fast machine). As a result the game is much smoother and more enjoyable to play. In this third version there is also the ability to edit the car, the crew and the helmet colours on the workbench (as long as you have enough free colours). The interface is easy to use and looks fantastic. Also included in this version is the 1996 data, extra sound samples and new cockpit designs. There have also been several bug fixes and documentation improvements. This shareware package is excellent and an essential add-on to *Formula1GP*.

## CHARLIE J COOL

DEMO

*By*...........................*NRC Software*
*PD Library* ............*17 Bit Software*
*No of Disks*.............................*One*
*Price* ..................................*£1.50*

This game seems to be popping up all the time. You might remember the review in *AF*84 when it was deemed "stunningly average". This demo lets you decide for yourselves. Despite the low rating, platform buffs will be able to try it, without forking out £10. The demo consists of four levels, one for the A1200, and they are reasonably good fun to play. If you can ignore the flaws in the game engine you may like it, but if you like a game that is well programmed then I can only recommend you avoid this title. The graphics are bright and the game has *Mario*-style levels, with springs and enemies galore. For younger players the technical problems will not pose a problem, and they could find a great deal of enjoyment from playing. The full game is available via mail order for £9.99. For more information see the review.



CHARLIE J COOL: Four levels for you to try out before you buy the full version.



CHARLIE J COOL: Cheerful, colourful graphics make Charlie look very cool.

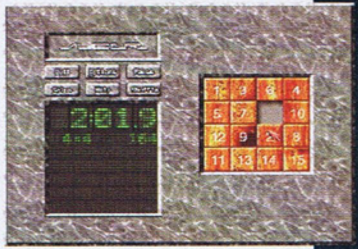
## SLIDER V2

GAME

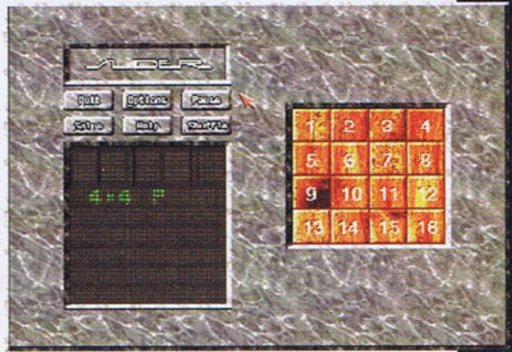
*By* .........................*Joseph Carlson*
*Ware*............................*Shareware*
*PD Library* ............*17 Bit Software*
*No of Disks*............................*One*
*Price* .................................*£1.50*

On loading this game I was overcome by the unbelievably cool interface and presentation. The whole look spells 'slick'. When I started to play with the controls and look at the graphical touches I began to realise that this is the best version of the *Slider*-style game I've ever seen (where you have to put an image or numbers in order once jumbled up). After completing the numbers on all levels I decided to try the pictures. They are displayed in 32 colours, and look flawless on an 8x8 square puzzle. My only problem was when I tried the smaller sized boards, as the images had no defined edges and were often tricky to solve. Despite this the game is great and has to be the best in its genre. On an ECS machine, without acceleration or a graphics board, the game only opens a slow 16 colour screen, and loses some of its impact, although it's still very enjoyable.

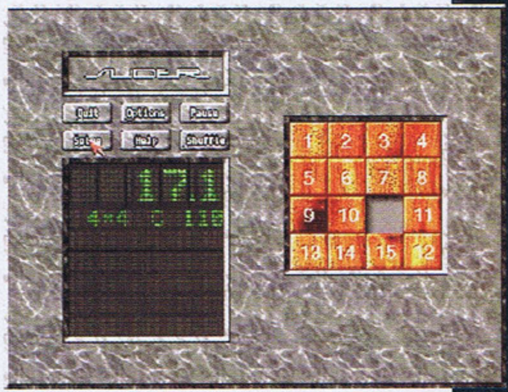
A flicker-free resolution is also recommended, although not essential, as the game opens a 640x480 screen. The game isn't strictly shareware, the author simply requests an e-mail with thanks.



SLIDER: Watch the clock ticking away as you try to put the numbers in order.



SLIDER: A stunning interface and smooth controls result in a slidy slick game.



SLIDER: By far the best in its field.

## TOP 10 PUBLIC DOMAIN TITLES

**Top 10 courtesy of:**

**17 BIT SOFTWARE**
**1st Floor Offices**
**2/8 Market Street**
**Wakefield, West Yorks**
**WF1 1DH**
**☎ 01924 366982**

1. Boulderdash 3D AGA
2. MUI v3.3
3. Wormnoiz
4. Worm Maps 1
5. Worm Maps 2
6. Virus Workshop v5.9
7. Skidmarks 2 Cars AGA
8. Agene v5.0
9. Slider v2.0 AGA
10. Spectrum Solutions 1

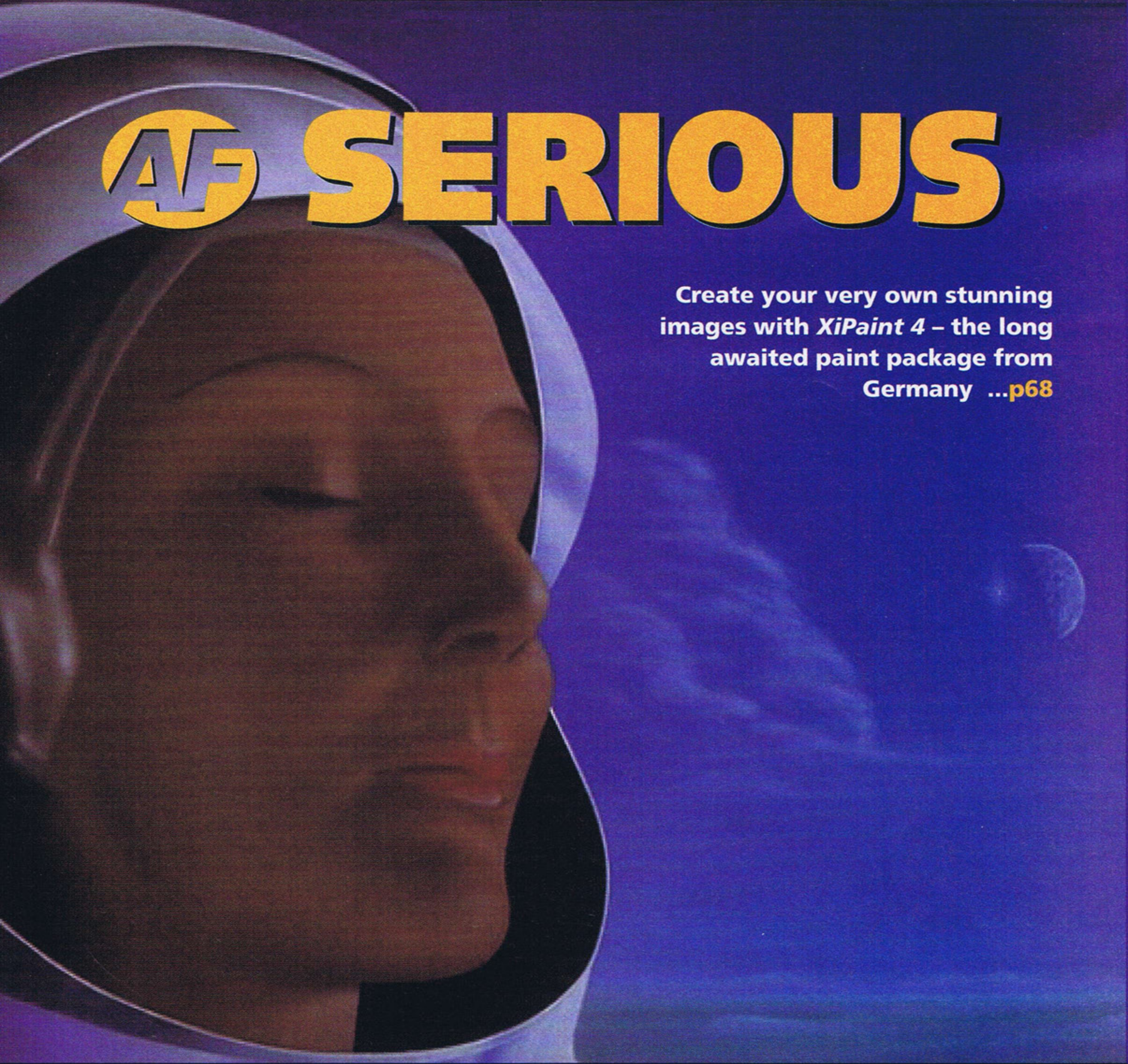
## WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

**F1 LICENCEWARE**
**31 Wellington Road**
**Exeter**
**Devon EX2 9DU**
**☎ 01392 493580**

**17 BIT SOFTWARE**
**1st Floor Offices**
**2/8 Market Street**
**Wakefield, West Yorks**
**WF1 1DH**
**☎ 01924 366982**

## Other good PD libraries

# AF SERIOUS



Create your very own stunning images with *XiPaint 4* – the long awaited paint package from Germany ...p68

## AMIGA FORMAT

## SOMETHING FOR EVERYONE



Graeme Sandiford

This month we've got a real mixed bag of Amiga goodies. Although the majority of it is hardware we've also got some software in the form of the latest version of *XiPaint*. This potentially fantastic package has two major new additions; animation support and a built-in raytracer.

If our excellent networking feature has got you itching to attach your machine to something else, then you'll be interested in the Siamese system – it can be used to network the Amiga and the PC like never before. If you're bored with using a plain old mouse you might want to check out the GlidePoint fingery-slidy-thing. We'll reveal the cheapest way to double the scan rate of your machine and you'll discover what happened to the Vidi Amiga.

# REVIEWS



I can never understand why, if they're such good friends, Ken and Ryu are always fighting.



The poor quality of the images is enough to reduce some people to tears.





This poor fellow is so distressed by the Vidi Amiga he's joined the sleeping-in-the-rain-naked cult.



This is an image taken from the TV and it has a wide range of subtle colours.

# Vidi

**The Vidi Amiga 24RT was by the far the best digitiser on offer. Can the new Pro live up to the reputation of its predecessor?**

Grabbing images from your favourite videos or TV programmes or the real world is one of the coolest and most fun things you can do with your Amiga. Known as digitising, this process can be used in a variety of professional applications such as desktop video work and graphics.

However, in the "early days" there really wasn't much of a professional market as the technology wasn't up to producing images of sufficient quality for commercial use. At least that was the case until Rombo brought their range of high-quality digitisers to several home computing platforms including the Amiga.

The first version I recall using had me and a friend enthralled for ages, despite the fact it could only handle 16 shades of grey and had a huge delay between the preview and the actual frame that was grabbed.

As things progressed a colour module, that had to make several slow passes before it could generate an image, appeared. This required you to have a perfect still-frame video that could pause at a frame without any distortion. Then came that wonder of wonders the real-time colour digitiser. Unfortunately, after a while the Vidi range of digitisers went out of circulation. But now they are back with a vengeance in the form of the Vidi Amiga (24) RT Pro.

## IT'S A RE-MATCH

This digitiser can grab images in full 24-bit colour in real-time. However in its absence a new king of Amiga digitisers has been crowned – the Pro Grab 24 RT (reviewed *AF*75 93%), and the Vidi is going to have a real battle on its hands if it's going to reclaim that title.

The physical unit itself has remained pretty much unchanged in appearance and in its capabilities. The box that does all the hard work is much the same as before, a relatively compact unit with a parallel, S-VHS and two composite ports. Unfortunately it has an infuriatingly short lead from the unit to the Amiga's parallel port, which means the unit can barely be placed beside your Amiga. There is now an independent power supply so that the digitiser won't draw power from the Amiga, which is not a particularly good thing to do.

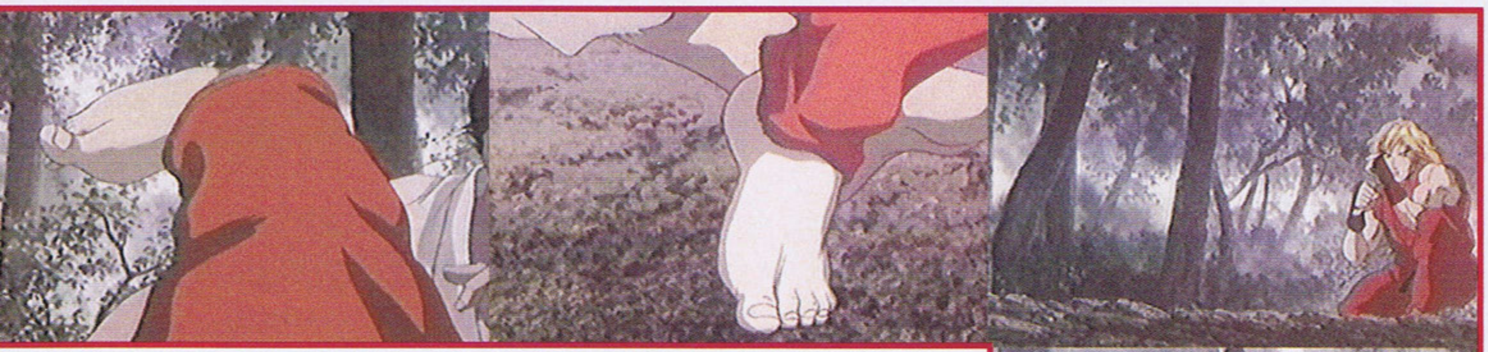
Both the Vidi Amiga 24RT Pro, the one on review here, and the ordinary Vidi Amiga 24RT are capable of grabbing 24-bit images. However the Pro version has double the horizontal resolution which means it can be used to capture screens in all of the standard Amiga Hi-Res modes (maximum of 760x576 with overscan), while the standard version is limited to Lo-Res modes (maximum of 380x576).

According to the manual the capture time for an image should only take 1/50 second (interlaced) or 1/25 second (non-interlaced). Despite this capture time there is still an incredibly annoying delay (much longer than Pro Grab) between the frame on display, the one you wish to grab, and the one the software actually captures. This is a serious pain in the neck even if you are familiar with the footage you wish to grab and often means you have to try several times to capture the frame or frames that you want.

However this is still not as annoying as the delay between frames if you attempt to capture a sequence. I don't know, maybe I've been spoilt by Pro Grab's 25 frames per second capture rate, but you might expect maybe ten or



You must remember that this is a printed image and may not reflect the true quality of the grabs.





As with most of the pictures on this page this picture is very grainy.



The fight is over at last, but we've missed a lot of the action because we can only take one grab every second.

# Amiga

even five frames a second. Instead the software only gives you the option of grabbing images in one second and longer intervals. While setting a capture rate of a few minutes is great for a time-lapse sequence like capturing passing clouds, it's useless for creating animations that will play back at anything near normal speed.

## POOR QUALITY

If all this fails to reduce you to tears then the abysmal quality of the grabs will soon have you pounding your desk in anguish. If you decide to use the default software settings for your grab you will be rewarded with a crackly image that looks so bad you'll wonder if you haven't grabbed an image from a Russian TV satellite. Quite how they managed to take a product that was so good and then distribute it as such a vastly inferior package is beyond my comprehension.

I tried long and hard to find something good to say about the new Vidi Amiga, if only for all the good memories that I have, but the closest I came was the image processing features of the program. While not particularly outstanding, and certainly not good enough to rescue the images grabbed by the hardware, they are quite extensive.

Overall the new Vidi Amiga Pro is a big disappointment and, as it costs nearly twice the price of the Pro Grab, it really doesn't stand any chance of reclaiming it's position as the Amiga's premier digitiser.

## VIDI AMIGA 24RT PRO

**DISTRIBUTOR**
Quantum Leap
01506 461917

**PRICE**
£249 (Pro version)
£149 (Standard)

**SYSTEM REQUIREMENTS**
Workbench 2

**INSTALLATION ●●●●**
You should have no difficulty in setting up the hardware or the software.

**MANUAL ●●**
The manual is hard to follow and quite sketchy with details in places.

**FEATURES ●●●**
The software is miles behind the Pro Grabs in terms of both the interface and the supported features.

**QUALITY ●●**
It's a mystery how they've done it, but the quality of this once great product has been severely reduced.

**VALUE ●●**
Considering the poor quality of the images and the fact that it costs twice as much as the Pro Grab, the Vidi Amiga 24 RT Pro doesn't sound like good value to me.

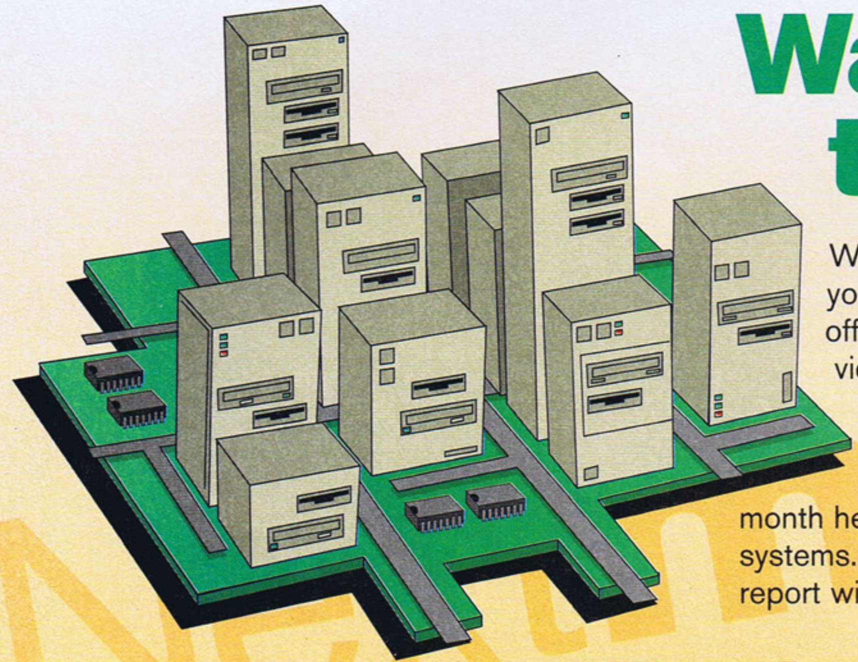
**"Save yourself £100 and buy the much superior Pro Grab"**

**65%**

The **essential** magazine for Amiga enthusiasts

# AMIGA SHOPPER

Issue 65



## Way above the rest?

What benefits can an external tower system add to your A1200? There are now several systems that offer SCSI housing, additional IDE bays, Zorro slots, video slots... We wanted to know which ones offered the best expansion capabilities and which ones suited different users. So, we set John Kennedy on the case (if you'll excuse the pun) and next month he'll be presenting a full round-up of the available systems. If you are looking to expand your A1200, this report will be the one for you.



## Reviews

Well, release date changes caught us out last month, but we're going to put our neck on the line again and say that next month we'll have reviews of the Surfin' Squirrel, Photogenics 2, the Genius 1212HR graphics tablet and Infrarexx – the system that allows you to control infra red controlled systems with your Amiga! There's more, but let's not tempt fate by mentioning their hallowed names.

*Why not take advantage of our special six-month subscription deal? Telephone the Subscription Hotline on ☎ 01225 822511.*

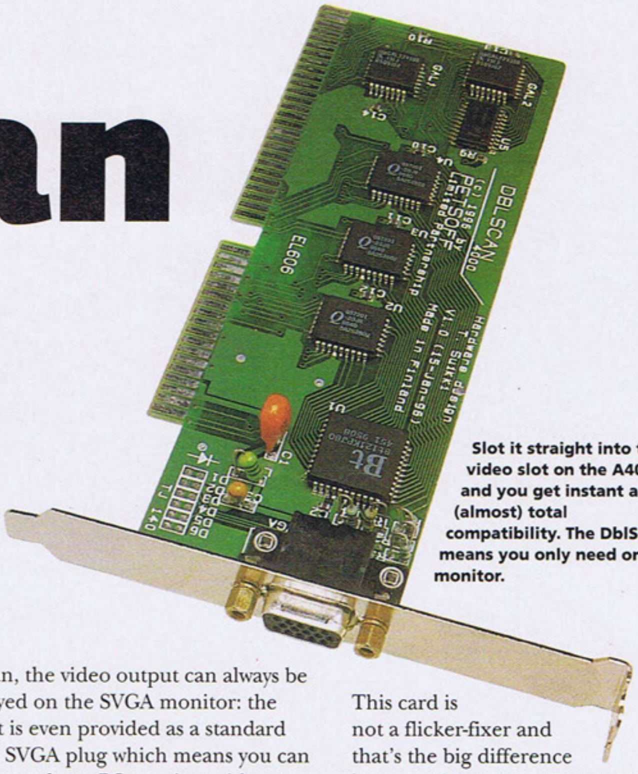
## Regulars

All the AS regulars will be in next month. As well as Answers and the Public Domain, there'll be the Comms column, the excellent Coverdisk and the How to... series. The tutorials continue with HiSoft BASIC, CanDo, Music and AMOS.




**August** issue **65.** On sale Tuesday, **25th June** 1996

# DblScan 4000




Slot it straight into the video slot on the A4000 and you get instant and (almost) total compatibility. The DblScan means you only need one monitor.

**The latest video card from Blittersoft enables you to use PC monitors with your Amiga but does it really work?**

The video output from an Amiga can occasionally be a bit embarrassing. Yes, it's terrific for video work because it works at the same frequency as TVs and Video Recorders. The AGA chipset, can display millions of different colours, and it's perfect for use with a genlock for creating scrolling titles and so on. This "video friendly" approach also means that unlike a PC, no special monitor is required for an Amiga.

The downside is that many users demand the better picture quality (and larger screen sizes) which dedicated monitors provide. Unfortunately, most computer monitors are designed for PC compatible systems, and that means they work at completely different frequencies from standard video. The AGA chipset tries to provide screen modes which are compatible with these VGA rates, but can't quite pull the trick off. So, although some PC monitors will display dblPAL or dblNTSC modes, many won't – even so called "multisyncs" which can handle a wide range of frequencies.

## VIDEO CARDS

Amiga Video cards are one solution, however, they require special driver software in order to work: for example, using the *CyberGFX* system, the Monitor Preferences program sprouts a few new screen modes. Applications which allow the screen mode to be selected (for example, Workbench) can then open up using the card, and benefit from the extra speed and colours.

The drawback is that not all application software will allow the screen mode to be selected. Some can be forced, but the success rate isn't 100%. Worse still, most games will talk straight to the video hardware and bypass any extra video cards – if you have a VGA monitor and you run a game, chances are you won't see a thing.

The DblScan 4000 is designed to get around this problem once and for all. It works in the video slot present in an A4000, taking the standard video signal and upgrading it into totally SVGA friendly modes. No matter what software you run, the video output can always be displayed on the SVGA monitor: the output is even provided as a standard 15-pin SVGA plug which means you can connect a cheap PC monitor without any extra adaptors.

The card works in full 24-bit colour and the new, improved screen mode will look exactly like the original – except it will be on your new monitor. The image will be slightly darker because of the way the card works, but a tweak of the monitor's brightness control gets it back to normal.

All screen modes under 18kHz are supported, which means any software which opens a PAL or NTSC screen will work perfectly. An exception is the rarely used Super Hi-Res modes, which contain too much information for the DlbScan to deal with. No big loss there. Interlaced screens are fine: as long as you don't mind the associated flicker.

This card is not a flicker-fixer and that's the big difference between this and the Power Computing card – it's also the main reason why this card is a lot cheaper.

Who needs it? Any A4000 owner who wants to use a cheap PC monitor. If a video card is also present in the A4000, the doubler is still useful: it means the card can be used for Workbench and most applications, whilst the scan doubler ensures older software and games can also be used. The price is tempting enough too, especially if you happen to have access to a PC monitor and fancy giving your eyes a treat from the old colour portable. It's good to see new hardware arriving, and I await with interest the promised DSP card from the same developers.

## SUPPORTED SCREEN MODES

**The following screen modes will be scan doubled by DblScan 4000. Note that Super Hi-Res modes contain too much detail and aren't displayed perfectly.**

- Euro36 Hi-Res (640 by 200)
- Euro36 Hi-Res Interlaced (640 by 400)
- Euro36 Lo-Res (320 by 200)
- Euro36 Lo-Res Interlaced (320 by 400)
- Euro36 Super Hi-Res (1280 by 200)
- Euro36 Super Hi-Res Interlaced (1280 by 400)
- NTSC Hi-Res (640 by 200)
- NTSC Hi-Res Interlaced (640 by 400)
- NTSC Lo-Res (320 by 200)
- NTSC Lo-Res Interlaced (320 by 400)
- NTSC Super Hi-Res (1280 by 200)
- NTSC Super Hi-Res Interlaced (1280 by 400)
- PAL Hi-Res (640 by 256)
- PAL Hi-Res Interlaced (640 by 512)
- PAL Lo-Res (320 by 256)
- PAL Lo-Res Interlaced (320 by 512)
- PAL Super Hi-Res (1280 by 256)
- PAL Super Hi-Res Interlaced (1280 by 512)

## DBLSCAN 4000

**DISTRIBUTOR**
Blittersoft
01908 261466

**PRICE**
£149

**SYSTEM REQUIREMENTS**
A4000/A4000T or any Amiga with an A4000 compatible video slot. SVGA style monitor

**MANUAL** ●●●●
A couple of sheets of paper is all that's supplied, because that's all that's needed.

**ACCESSIBILITY** ●●●●●
Insert the card, connect a monitor and that's it – no driver software means total compatibility. You can even see the GURU again. Which is nice.

**FEATURES** ●●●
All modes under 18kHz are doubled, including interlaced modes. Works with video cards too. Flicker fixing would have been nice though.

**VALUE** ●●●
Fills a gap, but a fully-fledged graphics card doesn't cost much more.

**"At last A4000 owners can display all the essential screen modes on one monitor. And about time too!"**

# 87%

# GASTEINER

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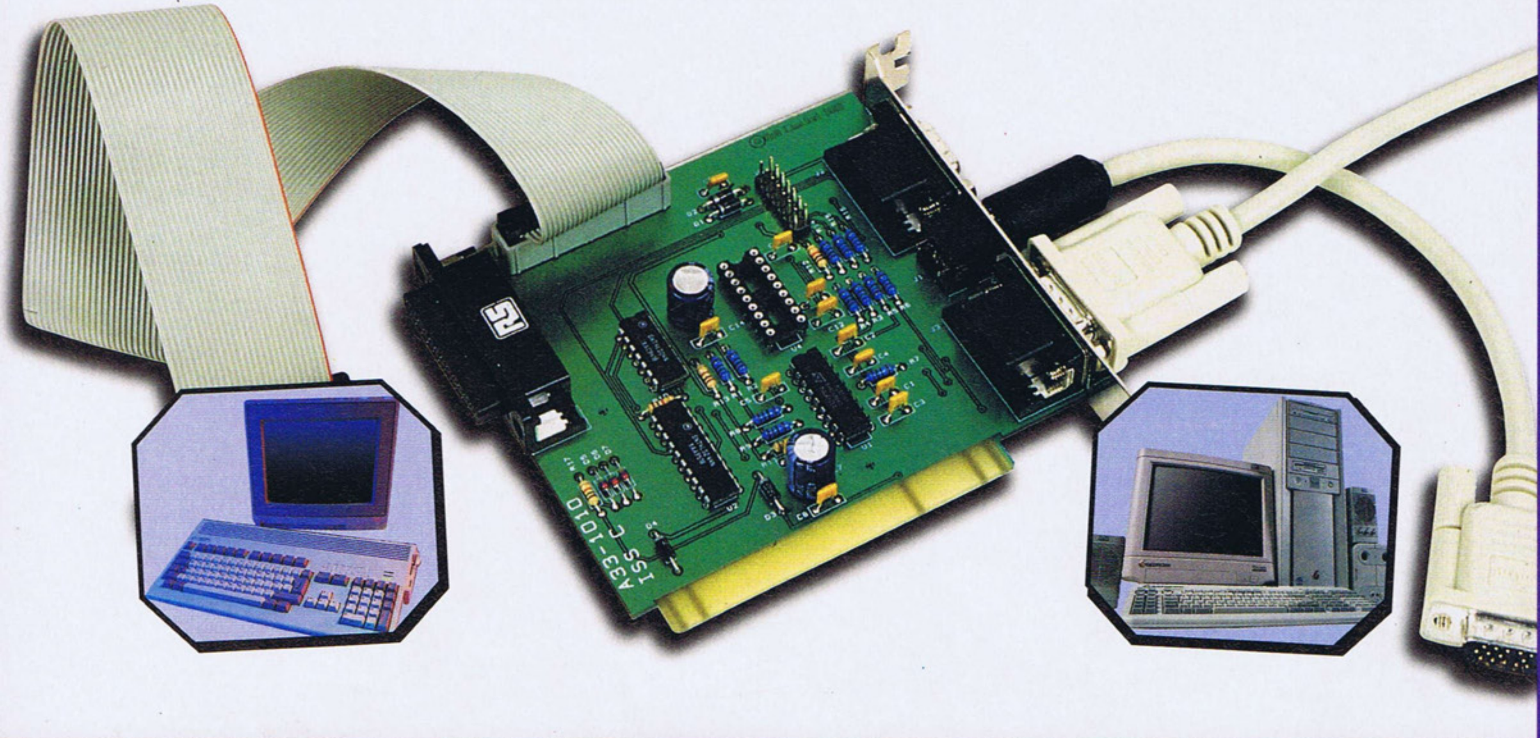
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# The Siamese System

**The benefits of the Amiga's superior operating system combined with the speed of the PC should mean users get the best of both worlds.**



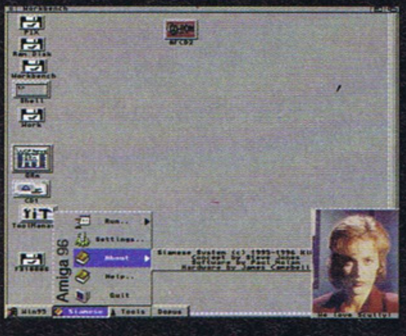
Despite what they may tell you, there are very few PC-owners who actually enjoy using their computers. Trouble is, that while Amiga-users usually develop an unnatural affection for their machines because of its wonderful operating system (OS), there are things that the PC can do better.

Don't get me wrong, the Amiga is still my (and many others) first choice for many computing tasks. But, unfortunately many people are forced to use a PC at work either because they are much faster or because they are considered the standard machine. It has to be admitted that the PC is much faster than the average Amiga, at the moment at least, and can make light-work of several processor-intensive tasks. In short PCs are great at grunt work like rendering 3D scenes and other number-crunching exercises.

Wouldn't it be great to have the best of both of these computing platforms? Well, that's exactly what the Siamese sets out to do by networking the two machines together. If you are not sure about the term networking, then you'd do well to flick back to the feature in this issue by my learned colleague, John Kennedy. Amazing stuff eh? Aside from being a darned good feature, it explains the principles behind networking and highlights some of the benefits of the Siamese system.

However the Siamese system does far more than your common-garden variety of networks. As well as enabling the sharing of resources such as disk space and printers, the Siamese combines the video output of the two machines so that you can neatly switch between the two and even share the same monitor. Likewise, the Amiga's mouse and keyboard can be used to control the relevant system functions of the PC.

HiQ offer two options, a ready-configured PC and unit or just the Siamese unit by itself. This way both those who already have PCs and just want to connect them to their Amiga can just buy a unit, and those who don't want the hassle of buying and setting up a PC can get one already configured. If you are going to buy just the unit you will have to make sure you have Windows 95 installed, as this is the only version that will work with the Siamese.




Personally I'm not a big Scully fan, but the guys at HiQ seem to be big admirers.

## NO EASY TASK

The unit itself is quite tiny, rather simple looking and could easily fit into your palm. To be quite frank I had no illusion about how difficult a task it would be to install the card and its software. Not because of the product itself, but just by virtue of the fact of having to fit any new item of hardware to a PC – Windows 95 plug-and-play, indeed. Sure enough a job that should, on paper at least, have taken less than ten minutes took at least two hours, due to a hardware conflict.

**Continued overleaf ➡**

The process of installing the Siamese board is relatively straightforward – only a little more complicated than installing a sound or game card on a PC. The Siamese is quite happy to sit in a 16-bit expansion socket in your PC and the main part of the installation involves simply taking one of your serial interfaces and attaching it to the Siamese. You then use the serial lead supplied to provide a replacement serial interface in one of your PC's spare 25-way D type sockets. The rest of the hardware installation is done externally and simply involves attaching the correct leads from your graphics card, the Amiga's video output and the Siamese's video output to your monitor.

As the Siamese employs a SCSI networking system and most PCs don't come configured with a SCSI card you invariably encounter problems trying to fit one to a PC. However I was quite surprised, and more than a little disappointed to discover that there were some incompatibility problems with two of the A1200's most popular SCSI controllers – the Squirrel and the Blizzard range (both the 1230 and 1260 versions). Apparently these problems are not due to the Siamese and may be sorted out soon. By the time you read this the Surf Squirrel should be ready and will work with the Siamese and Phase V are considering producing a modified SCSI interface if there is enough demand.



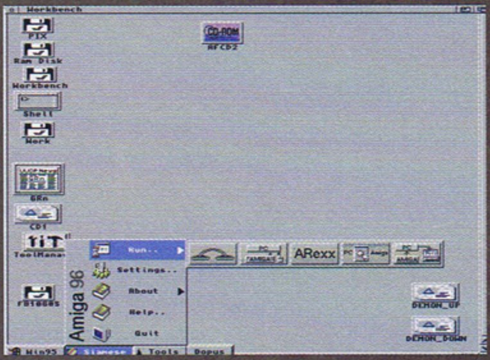

**If you have a high-spec PC you can get it to play multimedia files with a few simple commands from your Amiga.**

## SCSI NETWORKING

The SCSI network provides the most basic of services and the most useful, sharing devices. This enables you to access a drive from both machines so that files can be passed between them quickly and easily. The down-side to SCSI networking, as illustrated by the problems already mentioned – if you don't have two well-behaved controllers then the network is unlikely to work properly. We managed to successfully use an Adaptec controller on the PC and both an Octagon 2008 and DKB 4091 in the office A4000. The list of working controllers is growing all the time and you should contact HiQ about which one you should get, not to mention buying one of their low-cost controllers while they are still in stock.

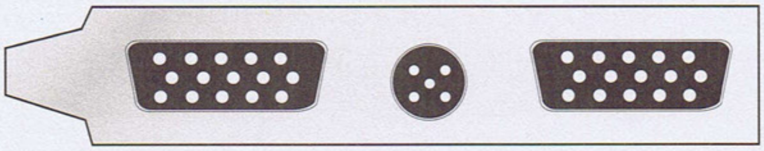
If your budget won't stretch to buying two SCSI controllers or you want to try out the system with an alternative method of networking, you'll be glad to hear that you an also use the serial ports to network your machines. Obviously this is not going to be anywhere near as fast as the SCSI network, but it will mean that you won't

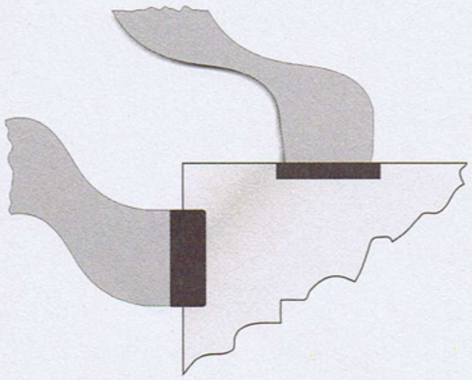



**Bottom Left: the Siamese system is made up of several programs.**
**Bottom Right: Amiga 96 can launch any program you like and switch to the PC's display.**

## MAKING THE RIGHT CONNECTION

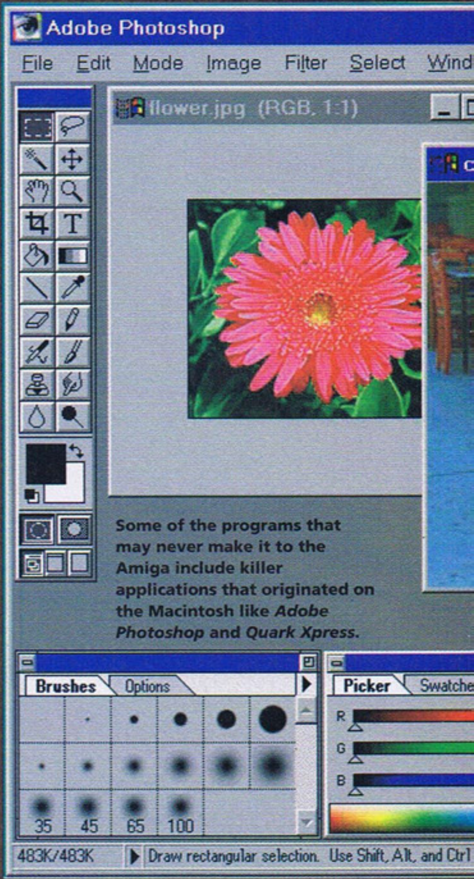




**If you can read and tell the difference between serial and parallel leads you should have no difficulty in installing the Siamese hardware.**

**The diagram above represents the Siamese card as viewed from the back of a PC. All you need to do is plug your Amiga's video cable into the socket on the right, your graphics card output to the middle one and then your monitor lead to the one on the left.**

**Fitting the serial throughport is a little trickier as you have to unscrew and attach some serial connectors – dead easy. After that's taken off you just need a SCSI controller – if you haven't got one already.**



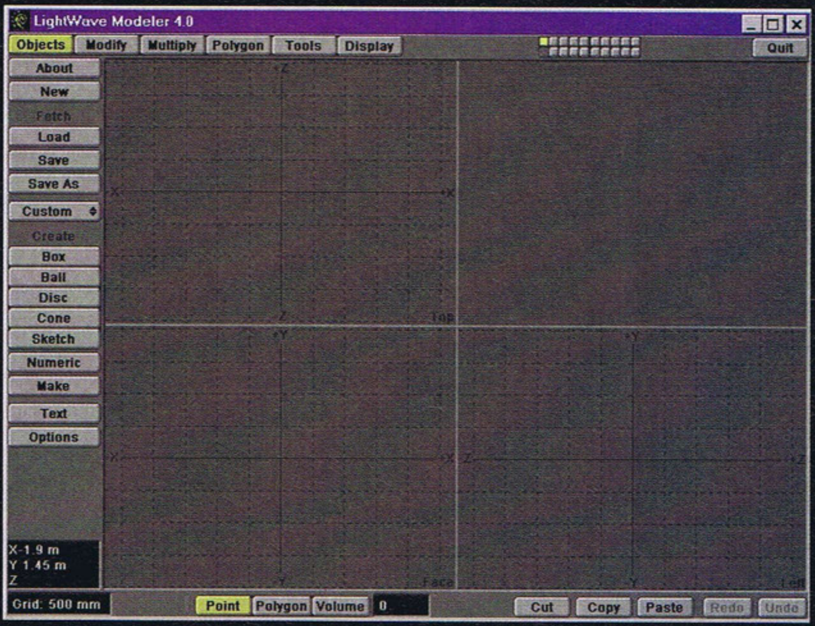

**Some of the programs that may never make it to the Amiga include killer applications that originated on the Macintosh like *Adobe Photoshop* and *Quark Xpress*.**

have to splash out on any extra kit. At the moment the serial network is working steadily at 5K/second, but by the time you are reading this it should be doubled to 10K/second. Like I said, not blisteringly fast but an acceptable budget option.

The one step in the installation process that had me in a cold-sweat was the setting up of the monitor. After having an unpleasant exploding monitor experience in the past, I have since been wary of attaching monitors to my Amiga. If you intend to use the video switching abilities of the Siamese system so that you need only one monitor, and intend to do so with a standard SVGA monitor you will need to modify the frequency of your Amiga's video output. To do this you'll need a program such as *Moned*. There is a section of the manual dedicated to explaining how to do this, but if you are not sure of what you're doing with the Amiga you'd be well-advised to get a more experienced friend to help you.

## SOFTWARE

Right that's the hardware out of the way, the more interesting part of the system is the software. As mentioned before you need to have Windows 95 installed on your machine. Despite being a scandalous waste of resources, Windows 95 does have some good points mainly its virtual memory and networking features. Installing the software on both machines should take no more than about 15 minutes and is very simple. Once installed, you'll be able to set the degree of interaction




***Lightwave* is just one of many Amiga programs that are now on the PC as well.**

between the PC and Amiga by running the program again or changing the icon Tooltypes manually.

The operation of the Siamese system is broken down into several small applications. One of the most useful is *ControlPC* which, as you might expect, can be used to control your PC. It does this by switching control of your PC's mouse and keyboard to the Amiga so that you can type and move your pointer around with your Amiga's keyboard mouse. You can also use the PC Printer function to print through a printer attached to your PC.

The Server handles the communication between the two machines and must be running for any of the other programs to work. It also enables you to switch between the Amiga and the PC by pressing <left-amiga><c>. You can also use the commands SCopy and SList to copy files to and from the PC and view the contents of one of its directories.

The ARexx handler is potentially an incredibly powerful tool, as it can be used to control the Siamese system and in turn, the PC itself. Imagine being able to render a *Lightwave* animation, saving it as an AVI file and then having it dumped across and played on the PC.

The MCI command controls the playback of multimedia files and even audio CD on the PC. An example of how this might work would be to type; `mci play cdaudio`. This would result in the current audio CD in the CD-ROM drive being played or an unpleasant hi-pitched noise if you have a data CD in the drive.

Those are the basics of the Siamese system, but there's a lot more to it. While there are still a few bugs to be worked out, HiQ have achieved an incredible feat by producing the closest integration of the Amiga and PC platforms yet. It has to lose marks for the slight hardware incompatibilities but this is a system that shows a great deal of promise and there are even more features on the way...




## SIAMESE SYSTEM

**DISTRIBUTOR**
HiQ Systems
01525 211327

**PRICE**
Main Unit £129.95
PC prices £975-£2000 (no monitor or Windows95.

**SYSTEM REQUIREMENTS**
Amiga: WB2+, 020+ CPU, 2Mb RAM and SCSI interface that supports Bus Arbitration

**INSTALLATION** ●●●
While not especially complicated, if you're unsure you should get a more experienced friend to help out.

**SPEED** ●●●●
The serial interface is as slow as you might expect, but the SCSI network zips along at some speed.

**MANUAL** ●●●
A little skimpy but tells you all that you need to know.

**FEATURES** ●●●●
Just about everything you can think of is catered for or is being developed.

**VALUE** ●●●●
For such a complete and unique way of getting the best out of both machines, £130 is more than a fair price.

**"There may be a few problems but it has the potential to be great"**

# 88%

# GlidePoint

**Has the mouse had its day or is this another bit of flash kit with no future. David Taylor finds out.**

The problem with new "pointing devices" is that testing them means putting aside your preconceptions and habits, born from years of using a mouse. It's difficult with any new device to not try rolling it around the desk and you expect the buttons to be where your fingers naturally fall. Surprisingly though, this new device is remarkably easy to get used to.

The *GlidePoint* is designed for use with the IBM/PC, but has been ported over with software by Power Computing. The most important result of this is that it is a serial device. There's an adaptor from the PC serial port to the Amiga's supplied, but this is going to hog your serial port and leave your mouse port empty (unless you have two joysticks).

To get the software running, you just need to install it in your WBStartup drawer. You could install it elsewhere and start it manually when you need it, but this seems pointless. When you do add it to WBStartup, you need to add DONOTWAIT to the tooltypes and I can't see why this wasn't included in the first place by default. It will start up using its own settings, but you can adjust these by opening the interface.

There are three buttons on the *GlidePoint* and you can assign either left or right clicks to any of them. There's also the option to adjust how responsive the surface is. Considering how small the device is, it's surprising that you have to reduce its sensitivity – if you don't you'll whizz across the screen when you move your finger an inch.

Unlike a mouse, the *GlidePoint* sits stationary on your desk. You then control the pointer by putting your finger lightly on the pad and moving it around. The pointer moves with your finger. You can initiate a click or double-click of the left button by tapping once or twice on the pad and this is undoubtedly the best feature.

The software, which is a commodity, allows you to run the hardware with any system compliant program, which means almost all applications. The only problems seemed to occur with some AMOS games. However, although running Workbench and housekeeping tasks is quite effortless, drawing freehand in paint programs is very difficult. It would take a lot of practice and even then I'm not convinced you could be accurate enough. The big problem is that you have to hold down the left button to draw, which is not as simple as it is with a mouse.

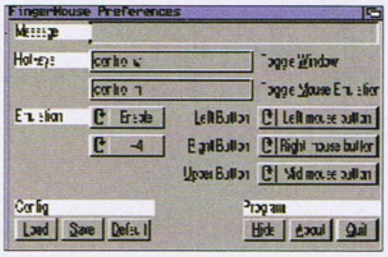
When you do get used to the pad though, you find yourself holding it between fourth finger and thumb and sliding your index finger around. It's compelling. The problems come to light with mouse clicks. Single and double left clicks are easy enough with the pad or one of the buttons but it's tricky holding the right button down and sliding your finger around the pad because the right button sits under your palm. I solved this by installing the PD utility *MenuStay*, which means that you just need to click the right button once and the menu stays on screen until an item is selected or it's cancelled.

There are also several problems with the software. Like the Power software for their external high density drive, it insists on showing you its screen on boot up, even with the pop-up tooltype set to "NO". This is very irritating and it slows down booting considerably. The software itself is not 100% stable either and the *GlidePoint* stopped working for no apparent reason a couple of times. It also ran incredibly slowly on an A1200 without Fast RAM.

Despite the problems, the *GlidePoint* is the closest yet to a rival for the mouse. It certainly beats the dire attempts of things like the *Pen Mouse* hands down, but I suspect the PC drivers for it are more reliable. It's not as cheap as a mouse and it's unlikely to replace it, but it feels very durable and for pose value, this is definitely the pointer with the best looks.




**It looks great and it's remarkably easy to get used to but the software has a tendency to fail.**




**The software is a commodity and allows you to customise the hardware's functions.**

## GLIDEPOINT

**DISTRIBUTOR**
Power Computing
01234 273000

**PRICE**
£59.95

**REQUIREMENTS**
OS2.1+, A1200 with Fast RAM recommended

**SPEED** ●●●
Too fast sometimes and lagging behind others. You get accustomed to it though.

**MANUAL** ●●●●
There's not that much you need to know, but it's all covered.

**ACCESSIBILITY** ●●●●
The interface is easy, but having to add the DONOTWAIT tooltype to the icon to use with WBStartup seemed annoying. Why wasn't this done already?

**FEATURES** ●●●●
It's very seductive and great fun to use, but at the end of the day, it only does the mouse's job.

**VALUE** ●●
Sure, it's durable, but software hiccups and a high price make it less tempting.

**"It's fun but although the mouse may look boring in comparison it's still more functional."**

**60%**

# XiPaint 4

**It's the paint package that can not only paint, but also image process and raytrace too. With all these abilities rolled into one integrated package, Graeme Sandiford looks at how good *XiPaint 4* really is.**



Here's a smashing picture by some talented German fellow. He's obviously been using *XiPaint* for ages because getting results like this is certainly not easy.

Graphics products on the Amiga have always been fairly rigidly categorised. They all seem to fall into three distinct groups; 2D painting, 3D/raytracing and image processing (we'll just conveniently forget about fractals for now).

Now however, the latest version of *XiPaint* looks set to breakdown the boundaries between these disciplines because it offers Image processing, painting and raytracing features all in one fully integrated program.

If the name sounds familiar to you it's because we reviewed version *3.2* of *XiPaint* in issue 80 and it was mentioned in last months' CD-ROM Round-up as it was given away free with *Aminet 11*. As with it's predecessor, *XiPaint 4* is supplied on a CD-ROM. This not only makes installation a breeze, because there is no need for disk swapping, but it also means that there is plenty of room for including useful files and utilities.

However there is no printed manual which is a shame as some people, like myself, prefer to have a printed reference to a program as well as on-line help and text files – even if it is very good.

The program's interface is uncomplicated, but quite flexible and a tad reminiscent of programs like *Photogenics* and *TVPaint*. You can have as many or as few windows or requestors open as you want and, because they are non-locking, you can freely move from requestor to requestor. This could come in very handy, for example, when loading a picture executing an operation and then loading another picture or the original you don't have to bring up the requestor again.

One of the most unique features of *XiPaint 4* is the built-in raytracer. As far as I know there is no other 2D package on any platform that has a raytracer. You shouldn't expect a great deal of

## XIPAINT 4 INTERFACE

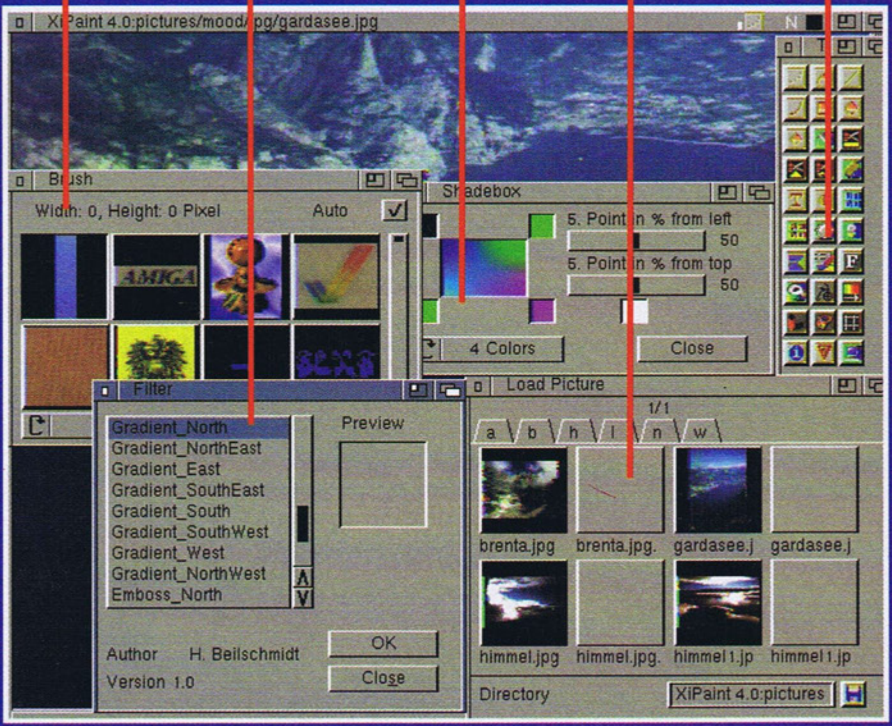
Not only does *XiPaint* allow for multiple brushes it shows them for you too – even if they are not loaded.

Although not intended as an image processor, the program has its fair share of filters to call upon.

If you are trying to create several shades of colour then the Shadebox should be just the ticket.

The built-in Picture Loader enables you to see a preview of an image before it is loaded in.

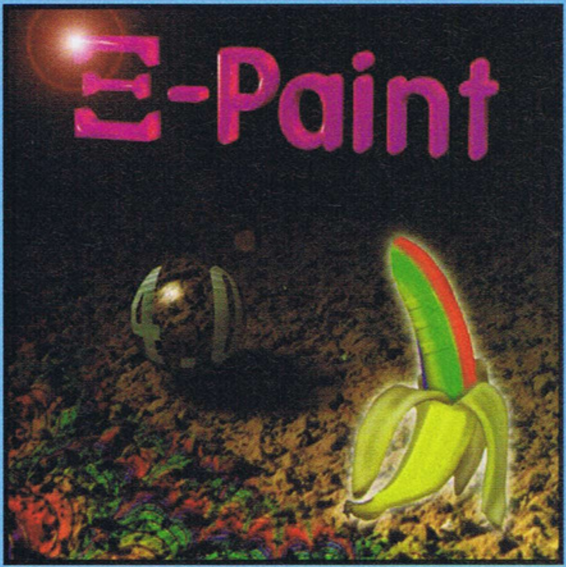
Logically the Toolbar is the place to go if you want to make use of one *XiPaint's* many tools.



## TRACE THOSE RAYS

**Although you can't really expect the built in raytracer that is featured in *XiPaint* to be equal to the raytracers featured in dedicated programs like *LightWave* or *Imagine*, it is still a very useful addition to *XiPaint's* already well-rounded arsenal.**

**You are given the choice of several basic object shapes, materials and surface properties. You can then choose where you want to position your object, and where you want the camera and lighting. The next stage is to render your object, complete with shadows.**




**The cover of *XiPaint's* CD casing provides an excellent example of what can be done with *XiPaint*, in experienced hands.**

complexity from a non-specialist program but *XiPaint 4* is surprisingly well-endowed with easy-to-use features so you don't really need much experience in 3D graphics to use the raytracer. For more detailed information on the raytracer's abilities and how it works have a look at the boxout above.

As with previous versions *XiPaint* has great support for different display systems. Everything from a humble 16-colour screen to *CyberGraphX* is catered for, so that even though the program operates in full 24-bit mode, whatever your system is you'll be able to both view and save the images in the mode of your choice.

As you could probably guess from its name, *XiPaint* is intended to be more of a paint package than an image processor. However, that doesn't mean that it's not equipped to perform image processing functions – it has several tools at its disposal. These include SNN, Grayscale, Hue adjust, Contrast, Brightness, Inverse, Colour cycle, Aequidens, several blur types, Gradient, Emboss, Smoothing and Smear.

However, unlike *Photogenics* and *Deluxe Paint V*, *XiPaint* lacks natural media emulation. Which means that it cannot copy the way that traditional art materials such as oils, watercolours, pencil, chalk and charcoal interact with the textures of different types of paper. This adds a whole new range of options to a computer artist and can make creating paintings that don't look quite as "clean" as most computer generated images much easier.

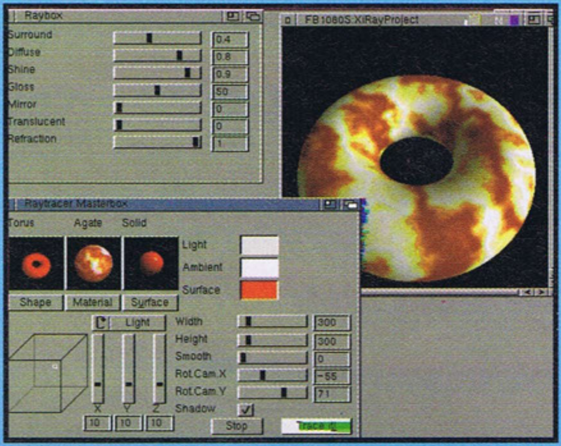
It's a real shame that *XiPaint* is lacking in this department as it would have made it perhaps the most rounded, in terms of features, of all the graphics programs around.

Perhaps one of *XiPaint's* most powerful features is the implementation of multiple layers. In computer graphics terms, layers are like sheets of glass placed on top of each other. The areas of a layer that have no paint on them will let the layer below show through. This enables you to have several independent elements that can be edited separately and then combined. While *XiPaint's* implementation of this feature is not easy to follow, it's still very powerful.

Another new feature that has been added since version 3.2 is support for animation. As the Guide file points out, this is a new and not yet fully-implemented feature. While it is possible to create sequences of images you can't yet save an anim file, playback 24-bit animations or load animbrushes. However there are some handy third party add-ons that may be able to help in that department (subscribers see this month's subs disk).

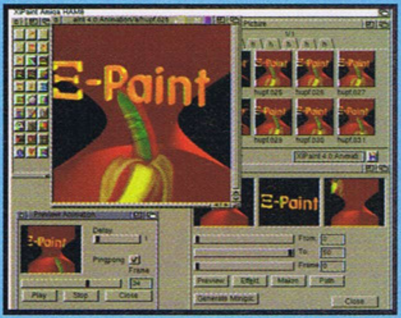
Reviewing *XiPaint* has been an immensely frustrating process – the program has so much potential, but the implementation of its features could have been a lot better.

*XiPaint 4* does seem a little faster than version 3.2, especially in HAM8, which helps improve the program's functionality quite a bit. But it certainly wouldn't be my first choice for either an image processor or a painting program. Despite this, I'll certainly be paying close attention to *XiPaint's* future development and in the mean time I'll be trying to make use of it more effectively.



**This is a picture of *XiPaint's* unique raytracing module. I suppose it should really be in the boxout above – never mind, eh.**

**Another major addition to *XiPaint's* already considerable range of tools is support for the creation of animations.**



## XIPAINT 4

**DISTRIBUTOR**
GTI 0049 6171 85937

**PRICE**
£49.95

**SYSTEM REQUIREMENTS**
2Mb of RAM

**SPEED** ●●
It's a lot faster than version 3.2 ever was, but it's still a few yards behind the likes of *Photogenics*, *ImageFX* and co.

**MANUAL** ●●
Although not a particularly poor manual in itself, the fact that there is not a printed version is a major nuisance.

**ACCESSIBILITY** ●●●
The interface has plenty of potential, but is still a little bit too quirky and fiddly.

**FEATURES** ●●●●
No other package has anything like the range of tools at *XiPaint's* disposal. However there are some obvious ones missing as well.

**VALUE** ●●●
While £50 seems a fair price, there are better programs, like *Photogenics*, available. However, there is still none quite as varied.

**"If you're looking for a superb all-rounder then XiPaint is certainly worth a quick glance"**

**76%**

# CD-ROM ROUND-UP

## ARCADE CLASSICS PLUS

**■ EPIC MARKETING ■ 01793 514188 ■ £14.99**

Ah, I've got to admit, I'm a sucker for shoot-em-ups. Forget all this *Doom* nonsense; give me a ship and tell me what to shoot and I'm off. This CD is version 1.1 of the *Arcade Classics* pack. It contains pretty much every PD/shareware arcade game ever produced, which is why it's been updated – the nature of PD games is that the author constantly improves them or sorts out any bugs. Also, a new menu system has been added which looks very pretty, but is basically reliant on three separate IFFs. These react when you click on parts and so it doesn't have the instant feel of more "real" front-ends. Still, that's pretty much by the by as it does work and gives you easy access to the files.

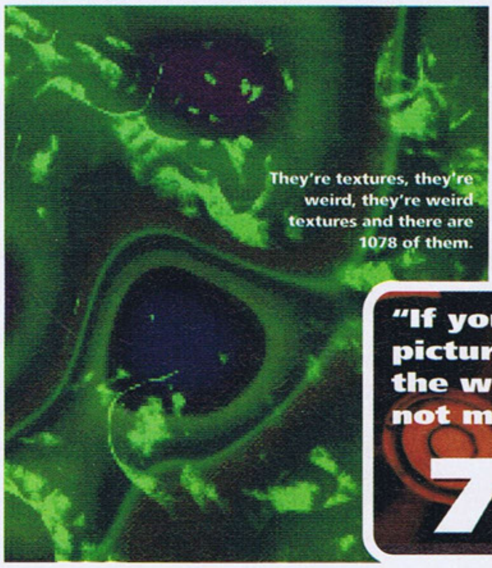
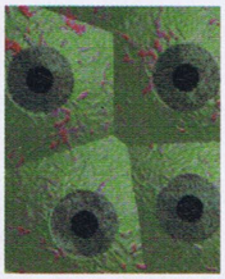
This CD is dual format (Amiga/PC) and so to make room, everything has been kept archived. The front-end allows you to de-archive easily, but then getting out of the menu to run the game is a hassle. I'd have preferred to be able to run the games directly from the CD, but given that's not the case, at least they've made it as easy as possible to get the games off the CD. As far as the disc's contents go, all of the greats are here, from *Deluxe Galaga* to *WipeOut* to *Transplant* to *Deluxe Pacman* to... you get the picture.




Here's some pics of the interface, because we've all seen the games before.

**"You may already have most of these, but if you haven't here's the source"**

**90%**

They're textures, they're weird, they're weird textures and there are 1078 of them.

**"If you need strange pictures fine, but on the whole, they're not much use"**

**78%**

## 1078 WEIRD TEXTURES

**■ GROUND ZERO ■ 0117 907 6733 ■ £9.99**

CDs have been a real boon for 3D users because, amongst being able to circulate masses of large objects or scenes cheaply, it's also an ideal medium for top-quality textures. This CD supplies, wait for it, 1078 textures that are incredibly weird. Each texture is supplied in a variety of file formats so that the CD can be used on different platforms (except that they aren't supplied in TIFF or BMP format so PC owners might have to convert the files anyway unless their package supports GIF, which isn't too common).

Amiga owners get them as IFFs or you could use the JPEGs if you wanted. Well, you could use any of them, but those two are the most useful. The textures come in 256x256 pixels and tessellate, i.e. will join seamlessly when repeated. A 24-page colour booklet allows you to locate the texture you want without having to search the CD or even refer to thumbnail indices. The downside is that the textures are a little too weird to be of general use.

## MAGIC WORKBENCH ENHANCER V.2

**■ EPIC MARKETING ■ 01793 514188 ■ £17.99**

Another collection of utilities and PD games, this time designed around the popular *MagicWB* setup. *MagicWB* is a system that gives you much nicer icons than the standard ones and some funky backdrops and so it will come as no surprise that there are a hell of a lot of icons and backdrops (some very nice) on this CD. Thankfully, that's not all there is. There's also a set of programs, some of which are relevant to *MagicWB*, like *Iconian*, and others which aren't, like *NComm 3*. That's not to say the non-related programs are bad; there's an excellent selection, but incongruous to the title.

There are lots of Workbench games and a huge archive directory containing masses of programs. This CD is full of interesting stuff and you could spend hours searching through its nooks and crannies. It's not the most original title ever, but you'll find loads of good stuff on here.

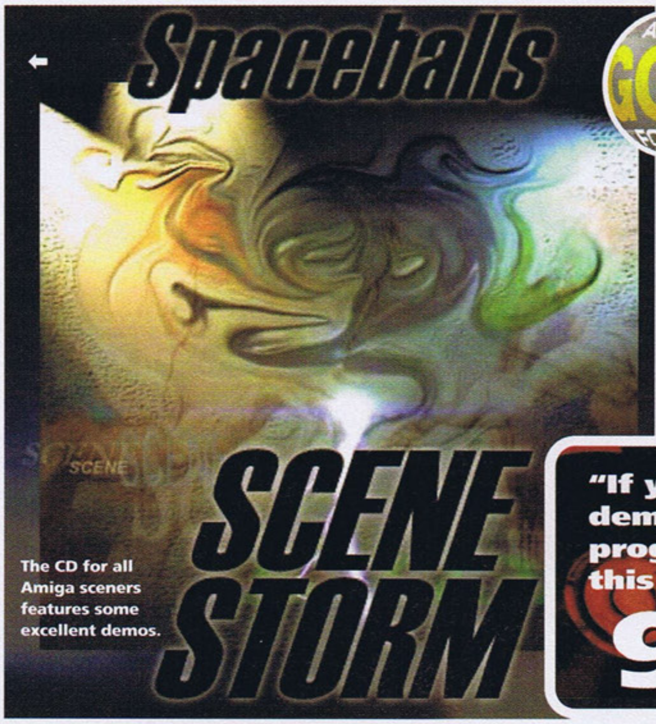


There are lots of sexy backdrops and new icons for *Magic WB*, but also some great programs.

**"There's a lot of fun to be had with all the icons and pictures"**

**82%**

Continued overleaf ➡



The CD for all Amiga sceners features some excellent demos.

## SCENE STORM

**■ ACTIVE SOFTWARE ■ 01325 352260 ■ £19.99**



As well as demos there are music collections included.

This is a CD created by the UK's own Demo BBS, Digital Candy. It contains demos, intros, music, diskmags, UFO material, etc. It was a refreshing change to take a break from the usual mass of PD utilities and browse through a CD of largely original material. The demos have been collected from over 20 parties that occurred around the world over 1995/6. It ran flawlessly and just needed a quick assign script running first. The demos could mostly run from disc and each time you started one, you would be informed of any system requirements, whether the demo multi-tasked and whether it was possible to exit the demo. This is much better than just running the demo immediately and then crashing because you're not running an adequate system.

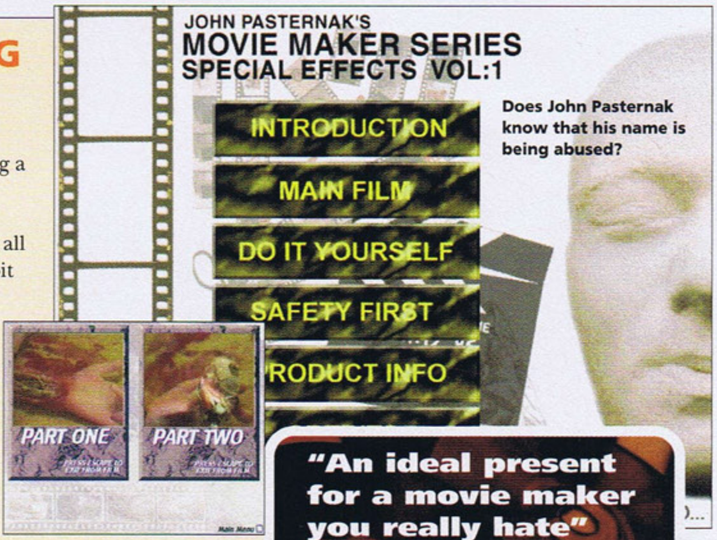
Buying the CD gives you the right to three months of free downloads from the Digital Candy BBS and if you want to visit the BBS and find out more about the scene or the CD, then the modem number is 0191 232 5527.

**"If you enjoy demos and neat programming then this is for you"**

**90%**

## JOHN PASTERNAK'S MOVIE MAKING SERIES VOLUME 1

**■ EPIC MARKETING ■ 01793 514188 ■ £29.99**



Does John Pasternak know that his name is being abused?

Every once in a while somebody comes up with the bright idea of making a multimedia CD that will teach you everything you need to know about something. Except that they don't. What they do is produce a CD which contains some CDXL video taken from an old video tutorial. They cut it all into bits and tell you that it's interactive because you can decide which bit to watch, when. What? Your VCR doesn't have fast forward?

Such shameless poor quality cash-ins are embarrassing. OK, so is this one any different? No. It's dreadful. It requires a minimum of an AGA with 4Mb RAM. I ran it on an 030 with 4Mbs of Fast RAM and the jerkiness of the playback was distressing. Add to this the fact that there were some fiddly pseudo-VCR controls that gave you the fabled interactivity, i.e. you can see the footage, a film clip and details of what you need to do the stuff, and it's starting to look bad. The fact that the background on the film keeps changing colour around the quarter screen image and the jury has returned its verdict.

The actual ideas and films are useful to potential home film makers and the special effects are reasonably convincing (so I guess this CD is really Certificate 18) and if you manage to duplicate thanks to this CD, you'll be very pleased. It's just a shame you have to use this CD to get the info. Maybe someone knows where you can get the original video? Oh, and the warbled voice is really irritating too.

I cannot explain how poor the quality of the video is.

**"An ideal present for a movie maker you really hate"**

**50%**



The best part of *AGA Experience 2* is the pictures, animations and demos.

## AGA EXPERIENCE VOLUME 2

**■ ACTIVE SOFTWARE ■ 01325 352260 ■ £19.99**

What can you expect us to say about CDs like this? It is a general purpose PD/shareware CD covering every area. In terms of quality, this one pulls itself above the rest through the inclusion of different categories. As well as the usual utilities, there are also animations (although not that many), demos, slideshows and music modules. This is rather lucky, because the release of new utilities has become a lot less frequent recently.

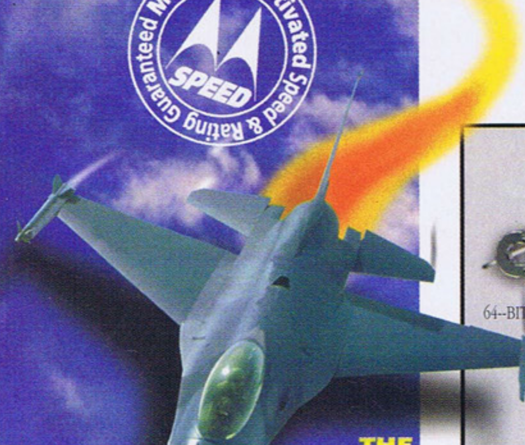
Some of the utilities are new, others are just the best that have been around for ages (like *ReOrg*), while others are not quite the latest version (tut, tut) – e.g. *Virus Checker*. Likewise, some of the games are golden oldies, so most interest is generally to do with the creative stuff. It's an ideal library CD, but only if you don't have many other PD discs. By the way, in case you hadn't guessed, it's really for use with AGA machines although plenty of the programs will run on ECS.

**"What can we say? It's a really useful variety pack of utilities and games"**

**82%**

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| A1500 /2000 with 2060, '060 & 4Mb | 38.71 |
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*Comparative MIPS performance figures measured using SysInfo. Each board had the appropriate SIMM fitted (required to activate accelerator).*

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## CYBERSTORM II

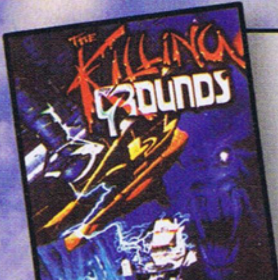
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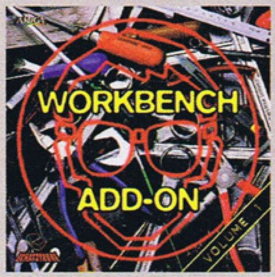
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## Workbench Add-On Volume 1

The Workbench Add-On CD-ROM is the ideal companion to your workbench. On this CD you will not only find the best programs, that are available for the Amiga, but you will also get them ready-to-run from the CD. In addition to this there is an installer script that installs the desired programs to your harddisk.
The CD covers all areas of interest, all, the programmer, the user, the creative and the gamer will find what they are looking for. On this CD-ROM there are many shareware programs, some of them at a special price, if you get registered. There is e.g. Shapeshifter for 40.- DM (instead of 50.- DM), in addition to this there is a 50 MB Mac partition, so that you can start playing around with Mac applications right away. Then there is PowerPlayer for 20.- DM (instead of 30.- DM), there are, of course, loads of modules with it, so that you can try it right away. AmiWin, the new X11-server for the Amiga is available for $40, instead of $50. You can sa ve more than 100.- DM with this CD. Therefore you only have to send in the appropriate page in the booklet to the author of the program. £24.95




## CD-Write

What!?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95




## FreshFish 10

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £17.95



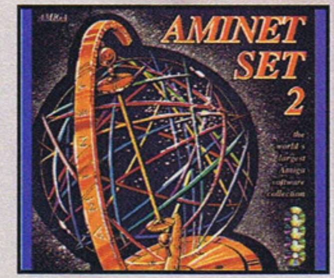

## CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95




## Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... . It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



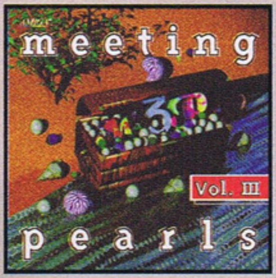

## Aminet Set 2

AMINET SET 2, dated November 1995, consists of approximately 4 gigabytes of software in 12.000 archives. Whether you like applications, games, communications or programming, the SET gives you all you need. Easy to use index files and search facilities make accessing it a pleasure. £34.95




## Gamers' Delight II

This CD contains 1070 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers´ Delight will hold you captivated for hours and guarantees long-lasting pleasure. 70 games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive,1 MB free memory and Joystick/Joypad. £26.95




## Meeting Pearls Vol. III

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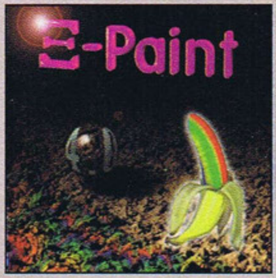

## Aminet 11

Still available! £14.95



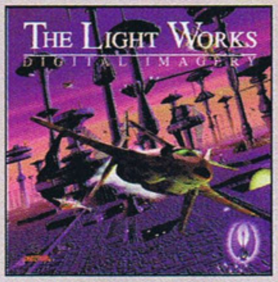

## Aminet 12

Aminet CD 12, dated June 1996, consists of approximately 1,1 gigabytes of software in 3800 archives. Since the release of Aminet CD 11 more than 710 MB new software has appeared. The current edition has a special focus on mods, more than 1000 music-modules from the internet were included. User friendly access software makes the Aminet CD 12 a pleasure to use. £14.95




## XiPaint V4

XiPaint 4 is the new version of the leading edge, 24-bit paint program. It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint features animations as well as easy-to-use raytracing-capabilities.
Overview of Features: · Diverse paint functions including colour, contrast and saturation adjustment · Mask, outline, recolour and fill functions · Airbrush with adjustable spray functions · Light-table function for manipulating mantages and animations · Text functions with anti-aliasing using Compugraphic fonts · Support for a variety of graphic formats · Unlimited Undo · Diverse manipulation of alpha channel · Supports many graphic cards · Layers to combine different projects · ARexx port · Drag & Drop colours · External filter module · Extensive documentation · 60 textures, 50 landscapes, 30 other pictures and many fonts included. £49.95




## The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £29.95




## NetNews Offline Vol. 1

NetNews Offline Vol. 1 is the first disk of a new bimonthly published series of Amiga CD-ROMs which contains all Amiga-related newsgroups from the internet. Every volume features about 50.000 articles which contain hot rumours, important information about all aspects of the Amiga, press-releases, discussions and flame wars, ... . A newsreader is included. NetNews Offline is the cheap alternative of getting in touch with Usenet. £14.95

**All products are available in your local Amiga-shop or through national mail-order-companies**

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# Workbench

**Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

## AT HOME WITH A600

**1. Is there a decent, cheap, five and a quarter inch, disk drive for the Amiga? I have a Commodore 64 emulator and I want to run the original games.**
**2. I want to expand my 1Mb Amiga A600 to 2Mb. What is the best upgrade on the market at the moment? I have a 1Mb A600, Kickstart 1.3 and Workbench 2.05. I have no external disk drives, no hard disk and no extra RAM. I have an Epson FX 850 Printer.**
**3. What is the difference between Workbench 2.05 and 3.0?**
**4. What is the best Word Processor for my Amiga and specifications?**

***Paul Bowen***
***Birmingham***

***1. Not that I know of. You'll find plenty of original games available from Public Domain libraries.***
***2. The best way to upgrade is to take your A600 to an Escom store dealers and get an A1200 at the special trade-in price, alternatively, if you have an original drive the A600 docs explain.***

***The A600 is singularly poor at expansion (beyond sticking an extra 1Mb in the trapdoor – which is what you should do), and any boards which I have seen were unreliable. By the way, you are quite unlikely to have Kickstart 1.3, as all A600s came with Kickstart 2 ROMs fitted. An Amiga 600 has 1Mb of Chip memory as standard.***
***3. Workbench 3 added several new features to the desktop, but also saw the addition of useful concepts such as 'Datatypes' and more streamlining in the way Workbench was organised.***
***4. Using Blitz to type letters makes you a brave person, unafraid that other people may see you as a loony. The lack of memory and hard drive means that you cannot use the superb Final Writer and WordWorth programs. Instead you will have to raid the PD libraries looking for a good text editor, such as EdWord (which happens to be on the coverdisk of issue 63 of our pretty younger sister mag, Amiga Shopper).***




**Anyone with a pre-AGA Amiga should definitely take advantage of the upgrade A1200 offer.**

## MSDOS BOTHER

I have been given some disks by a PC owning friend (or fiend) which have several tracker MODS on them. Unfortunately, the disks have been archived/compressed using *MSBackup.* I wondered if you knew of any utilities that can restore these disks to the Amiga?

*Ian Briscoe*
*Surrey*

*Although* MSBackup *uses it's own proprietory method to store files, you can use a program called* PCRestore. *This is easy-to-use and PD and if you're a subscriber you'll get a copy on this issue's disk.*

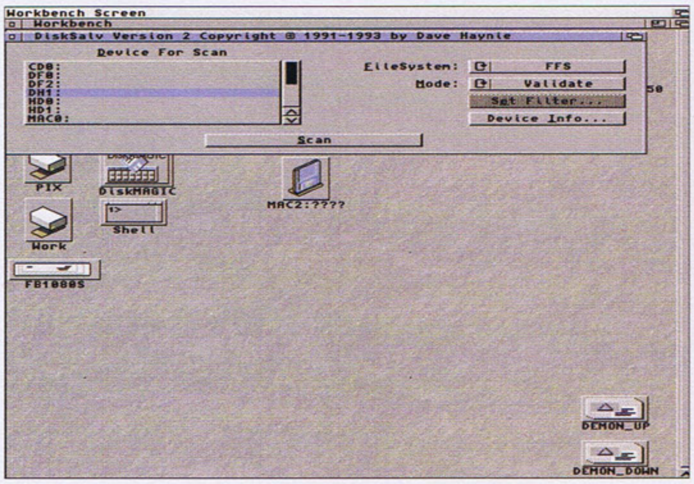
## SWAP SHOP

I am the proud owner of an Amiga 600 with 2Mb of Chip RAM and an internal 2.5" 60Mb IDE hard drive. In the May issue of your excellent magazine I noticed that Escom were advertising a £150 trade-in on my old machine to a new Amiga 1200.

Seeing this as a brilliant opportunity to upgrade, I ran straight down to Escom. However, to my dismay the people at Escom seemed to know very little about Amiga's and don't even sell a version with a pre-installed hard drive. It is my plan to take my old hard drive and install it in a new A1200. My hard drive is currently set up with two partitions, one with 6Mb containing Workbench 2.05 and another containing everything else. I also have a copy of *HDToolBox.* My questions are these:
1. Will this be possible?
2. How do I install the new version of Workbench?
3. Will the 6Mb partition be large enough to contain the new Workbench?

I would be ever so grateful if you could help me out as I would hate to miss out on this opportunity to upgrade to a new machine.

*Mark Bowler*
*Nottingham*




**If your hard disk is trying to commit suicide, use *DiskSalv* to save it.**




**Believe it or not, the A600 and A1200 both use the same type of hard disks.**

**Continued overleaf ➡**

*Yes, the new hard drive should work without difficulty with the A1200. In fact, it should run slightly faster. The best way to install the new version of Workbench is to boot the A1200 from the floppy based Workbench disks, and then re-format the hard drive with a command such as:*
*format drive hd0: name Workbench ffs quick*
*format drive hd1: name Work ffs quick*
*You'll need to substitute the name of your drive. If it isn't hd0: – try dh0: for example.*

*Remember to have backed up any important software from the drive to floppy first, as this will delete everything. You can now install the new version of Workbench. If there is no disk supplied to do this automatically (which there really should be), you can simply make sure you have selected everything on the Workbench 3.1 floppy (use 'show all' and 'select all') and drag the files over to the new, blank partition. Do the same with the Extras, Prefs and any other disks. Six megabytes will be ample, although if you want to enlarge it this is the ideal time – use HDToolbox before the formatting procedure.*



**This will be a familiar sight to those of us who have slow-booting hard drives, but it's nothing too serious.**

## LEAKY BOOT

I attended the World of Amiga show and took the opportunity to purchase a hard drive. I subsequently installed the drive in my A1200. The documentation stated that on following instructions, with Workbench already installed, the machine would boot from the hard disk. All I got on the screen was the logo requesting a Workbench floppy. There was no LED light from the hard disk.

Thinking the disk had not been installed with Workbench, I opened the case and checked the fitting again, this time I performed a format and set two partitions, Workbench from backup.

On final booting I do exactly the same floppy request as before. I phoned the supplier and gave them all the details. They said they were well aware of the problem and indicated that on switching on the machine it was necessary to carry out the Ctrl./Amiga left/Amiga right key operation for the machine to boot from hard drive. They agreed that there was no information in the documentation on this requirement. The three key (warm reboot) did work. The drive is an IBM unit.

My question is, from what I have described, is there any input that would allow direct boot from hard drive in the normal manner?

***Mr L Smee***
***Middlesex***

*I have found that some drives simply refuse to boot from cold, and as you discovered, require a warm re-set. The drives seem to take longer to spin up to speed, and by the time they are ready the Amiga has decided that there is no-one at home and tried to boot from floppy instead.*

*Some older drives work fine on an A1200 until an extra processor is fitted, and then require the warm reset to boot. It's a pain, and there often isn't a lot you can do about it.*

*I have discovered that some drives (Connor*

## ZIP ZAPPED?

**I have a question concerning my Zip drive which I bought from Fourth Level Development. I use *FLD Momiga* software to control it. I have installed *ImageFX* software. When I boot up to Workbench, and the Zip disk with some of my programs installed on it isn't in the Zip drive, the computer displays a message asking me to place 'Grafik' (the name of the disk) in any drive, and then states that it can't find "grafik:ImageFX".**

**I suspect that has something to do with Assigns but I don't know what to do to avoid the Amiga asking for a disk which isn't present. I would be very glad if you could answer me.**

***Martin Berg***
***Sweden***

***When you start storing applications on removable disks, you need to be extremely careful about where you install the various files which it requires. For example, when you install* ImageFX *it alters the user-startup sequence by adding some assign statements. These create shortcuts to the precise locations of the ImageFX directories and files. If you install the program on hard disk, this procedure works fine – however, try it on a removable disk and as you discovered, you run into problems.***

***The best way around this problem is to keep all your applications on the hard drive, and only store data (for example, pictures and animations) on the removable disk. This isn't a great solution I know, but when you start removing disks which are assumed to be permanently connected you must expect problems.***

***Let's say your program (let's call it 'SuperPlop') is installed on a removable disk (called 'Grafik'). When you examine the start-up sequence you may see something like this:***

```
;BEGIN SuperPlop
assign SuperPlop: grafik:applications/superplop
assign SuperPlopPictures: grafix:applications/superplop/pictures
;END Superplop
```

***Now these commands will work perfectly if you boot your Amiga with the ZIP drive present. However, if the disk isn't present the Amiga will display an error whilst booting and demand you replace device 'grafik'. There are two ways around this problem. The first is to remove the lines completely, and place them in a new file by themselves. When you want to run SuperPlop you can then insert the Grafik disk and execute this file.***

***The second way is to add a little extra AmigaDOS to the assign statements, like this:***

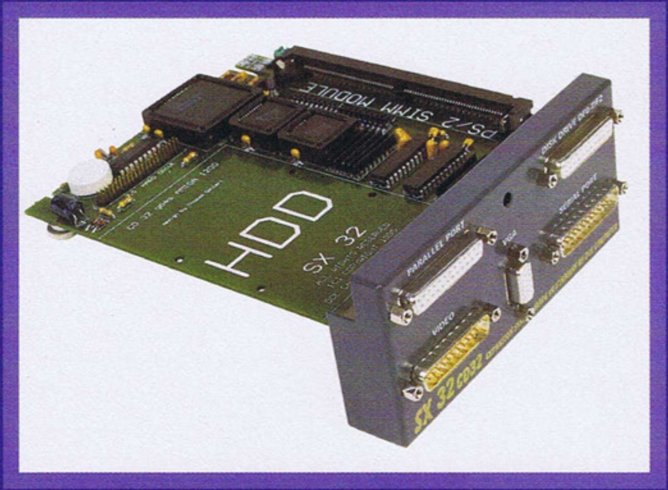
```
assign >nil: grafik: EXISTS if not warn
      ;BEGIN SuperPlop
      assign SuperPlop: grafik:applications/superplop
      assign SuperPlopPictures: grafix:applications/superplop/pictures
      ;END Superplop
endif
```

***This will cause the assigns only to be executed if the disk 'Grafik' is present at startup time. Of course, if after booting with the disk removed you wish to run SuperPlop you will need to insert the disk and either reset the Amiga or enter the assigns by hand (or execute the file in which you have made a copy).***


**These are hard disks in their native habitat. You'll notice that their lack of markings and cartridges distinguish them from their removable cousins.**

## THE SX FILES

**I have recently upgraded from an A600 to a CD32 with SX-1, 2 Amitek floppy drives, a Citizen ABC printer and a Goliath power supply. Could you please answer a few questions about my new set up:**




The SX-32 is all the things that the SX-1 promised it would be. However, both expansions should be able to handle a 2.5-inch hard disk.

**1. I am totally confused as to whether I can fit an internal hard drive. My SX-1 has hard drive connections internally, but a mate says I cannot fit a hard drive in there. Most 2.5" hard drives advertised in *AF* are for 600/1200s but some (like Gasteiner) say SX-1 as well. Do all 2.5" fit, only those advertised for SX-1, or is my mate right and none fit?**
**2. When I bought my CD32 setup I did not get any form of Workbench and my old copy was sold with my A600. Where can I get a copy of it?**
**3. Is it worth getting an SX-32 and getting rid of my SX-1?**
**4. I know you did so a couple of years back, but I think you should run a tutorial again on how to fit a hard drive into an A600, A1200 and the SX-1 (if you can fit one).**

***James Macleod***
***Grimsby***

***1. I don't know where your mate got his information from. The SX-1 can most definitely support an IDE hard drive drive through its IDE interface, but it was designed to accept them externally. Most newer 2.5" mechanisms will fit internally, but it is always worth checking with the supplier first.***
***2. It is tricky to know who to ask at the moment: Escom may have some lying around so ask in the local shop. Be prepared for blank stares though. Workbench has appeared on at least one CD-ROM, although I can't remember which. Ask Almathera as they will know.***
***3. Depends. If you only need the hard drive interface, then no – because you already have one, but see issue 84 of Amiga Format anyway for the full review of the SX-32.***
***4. I'll ask the editor. Please sir, can we do a hard drive fitting feature, sir?***

*mechanisms typically) have an extra set of jumpers marked 'CAM' or similar, and fitting or removing a jumper can make the difference. Sometimes removing the link to pin 1 also causes the drive to boot from cold – if you try this and it breaks your drive, please don't blame me. All I am saying is that it worked on one disk I tried it with.*

*As a last resort you can create a boot floppy disk which loads, checks to see if the hard drive is present and then resets if it isn't.*

## DRIVE FOOL?

I have an A1200, Kickstart 3.1 Workbench v3.1 with 2 Mb RAM and a 2.5" 120Mb IDE

**Continued overleaf ➡**

## DOUBLE DISK DRAMA

**My son recently bought a second hand A1200 with a 120Mb internal SCSI hard drive and a Hawk accelerator fitted with 2Mb of fast RAM. We also have an A1200 with a 540Mb external IDE hard drive and an Apollo accelerator fitted with 4Mb of fast RAM.**

**On the 120Mb hard drive there was a large amount of software that he did not want while on the 540Mb there was a lot of serious software he did. We decided the quickest thing to do was to join the two hard drives and copy the required files over. Easy, I hear you say – not for us. We followed the hard drive manufacturers instructions, changed the names on the 120Mb partitions, gave it a boot priority of 1 and the external drive a priority of 2 and what happened? NOTHING – just a blank screen and nothing would load. We changed the priorities round and still nothing. Please tell me where we are going wrong?**

**Following this we decided to fit a null modem cable between the serial ports and use *SerNet* from the PD library. After many hours and following the various instructions we finally managed to get the two machines on line in as much as we could write on one machine and receive the message on the other but still could not transfer files.**

**Finally, in desperation, we gave up and copied approx. 70Mb of information off the original floppy disks and yet it took ages. Please tell me where we are going wrong.**

***R Good***
***Nuneaton***

***A slight degree of confusion here. First of all, are you completely sure that there is a SCSI hard drive in the A1200s? Have you fitted an internal SCSI interface? Remember that although HDToolBox says the internal disk drive is using the SCSI device, it isn't. It's an IDE device.***

***You can only use SCSI drives if you fit an extra, third party SCSI interface to the A1200. I'm therefore assuming it's actually an IDE mechanism.***

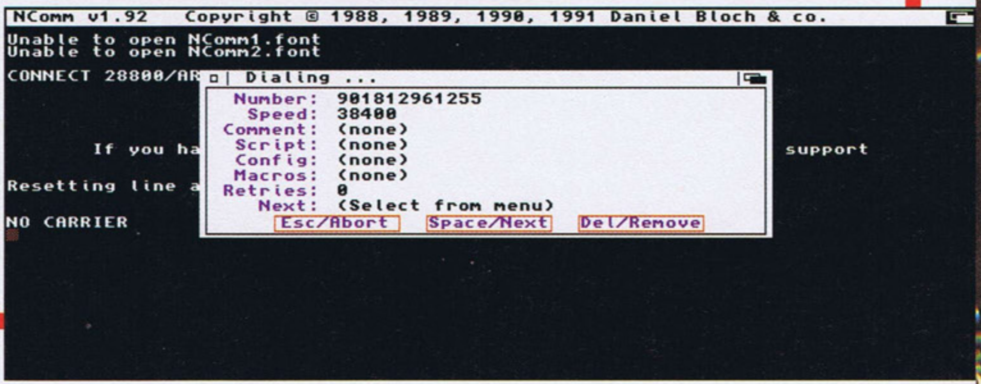
***I'm also assuming that when you say you 'connected the drives together', you plugged the external drive into the A1200 fitted with an internal drive. In theory this should have worked: with no need to mess around with boot priorities or anything like that. You can hold down the two mouse buttons at switch-on time to select the drive to boot from.***

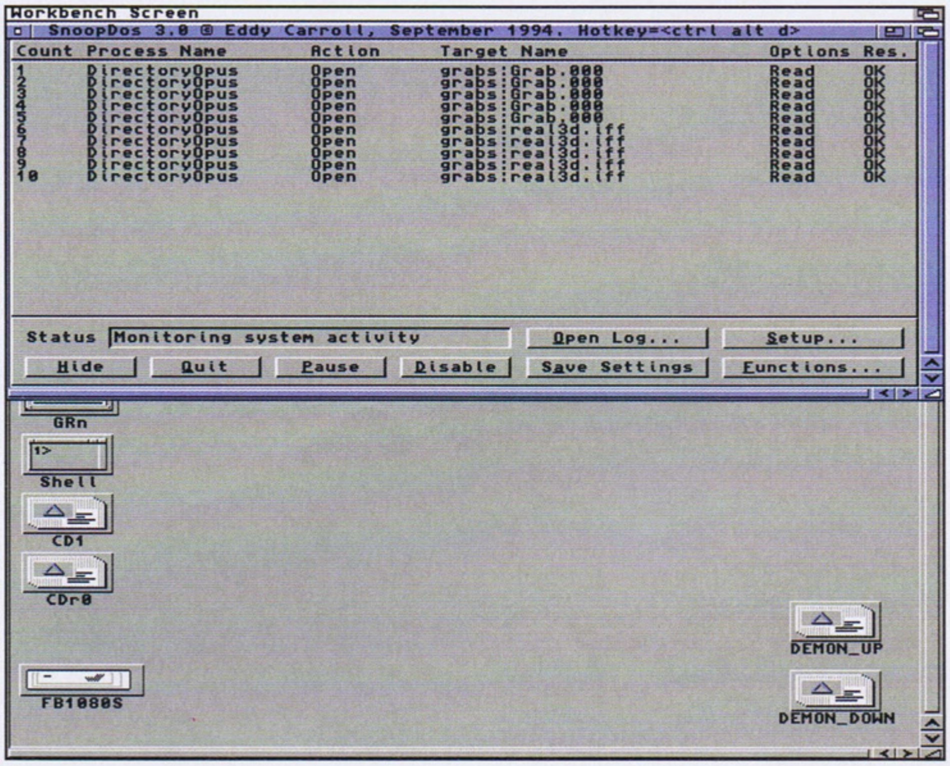
***However, it sounds as though for hardware reasons the Amiga doesn't like having the two drives connected at once.***

***You did the next best thing, using a null modem lead.* SerNet *works (although slowly) and the fact that you were able to send and receive messages proves the cabling worked. The next step would be to check the client/server status of the* SerNet *setup, and check that you had actually mounted the remote drives as devices. Sounds complicated? It is, which is why I would normally recommend using a utility called 'ParBench' instead. This disk (available from all good PD libraries) installs* ParNet *(so you need a parallel cable instead of the serial cable) and makes it a doddle to use. It also works much faster than* SerNet*.***

***Remember though that with a null modem cable connected you are free to use a terminal emulation program such as* Ncomm *or* Term *to transmit and receive files using Zmodem. This is much less hassle than using floppies!***

You don't have to splash out on a networking system to transfer files – you just need a null-modem and a comms package.






Even Scully and Mulder would have to admit that *SnoopDOS* is the tops for investigating strange goings-on where Amigas are concerned.

Quantum hard disk drive from Gasteiner. I have two questions:

1. My work partition on the hard drive is only 17% full out of 96Mb, yet I cannot install games such as *EOBII* and *Syndicate*, which need 3.5Mb free – although it seems that other programs can be installed. What is going on?

I have installed all the programs that came with the Magic Pack plus a few extra utilities and also *Colonization* and *Worms* successfully.

2. I found an AGA fix for *Jimmy Whites Whirlwind Snooker* on Coverdisk 52a but when I loaded it up I only got a screen full of bright colours that became one colour when I clicked the mouse and did not do anything at all.

Am I meant to wait for a long time or does it not work with the new A1200? Please help me as one of the reasons that I purchased the drive was to avoid disk swaps in games like *EOBII*.

*Shane Harry*
*Salisbury*

*1. You may have loads of space on the Work partition, but maybe the games are trying to install on the Workbench partition. Obtain a utility such as* SnoopDos *to see where they are writing files. They may be trying to copy new fonts or libraries, and the default location for these is Workbench.*

*2. AGA fixes don't always work, as often many versions of original games exist. Be careful with them. Have you tried the options from an earlier letter, using* ReloKick *and other utilities?*

## UPGRADE PROBLEMS

I recently upgraded from the Amiga 500 to the Amiga Technologies' A1200. As we now know there is a problem with software compatibility with the internal drive.

I have quite a few games that have built up over the years since the A500 came out, when you pay £20 to £30 for software you expect it to work on the machine that it is made for. So faced with the problem of losing 50% of my favourite programs I have tried some different ways to save some of them.

The list below are some ways to help your readers get some of the software to work:

1. If a high density disk has been used then tape up the lefthand slot, as the disk drive doesn't recognise HD disks.
2. If you have an external disk drive try booting from there. Hold down both mouse buttons on boot up, select boot options.
3. Try changing to the original chip set, as above but select display options.
4. Try loading from Workbench if it is a DOS disk. Double click the icon. If there is no no icon select 'show all' from the pulldown menu and double click on the main program file.
5. Similar to the above but using Directory Opus double click on main programme file. If it works try adding an icon and load from Workbench.
6. Use a degrader like Relokick 1.3. This has quite a good success rate.

Using the above methods I reckon I am getting about 75 – 80% success. If you get some extra fast RAM this percentage will go up.

Here are some titles that run with Relokick:

**Seek and Destroy**
**Lancaster**
**Silent Service**
**Fields of Glory ECS**
**Africa Korps**
**Dass Boat**
**Blitzkrieg May 1940**
**Vulcan**
**Action Stations**

*R Finlay*
*Tyne and Wear*

*Thanks for your suggestions, I'm sure many readers will benefit from them. Remember though that not all of the problems (and subsequent solutions) you describe are due to the new floppy disk drive Amiga Technologies have used in place of the original Commodore device. Most of the problems (all those solved with* ReloKick *for example) are due to differences in the Kickstart ROM and will affect any A1200 in the same way.*

## IF YOU HAVE A QUERY...


Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:
○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:
○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:
○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 ( 3.5in/5.25in) as DF: manufacturer:
____________

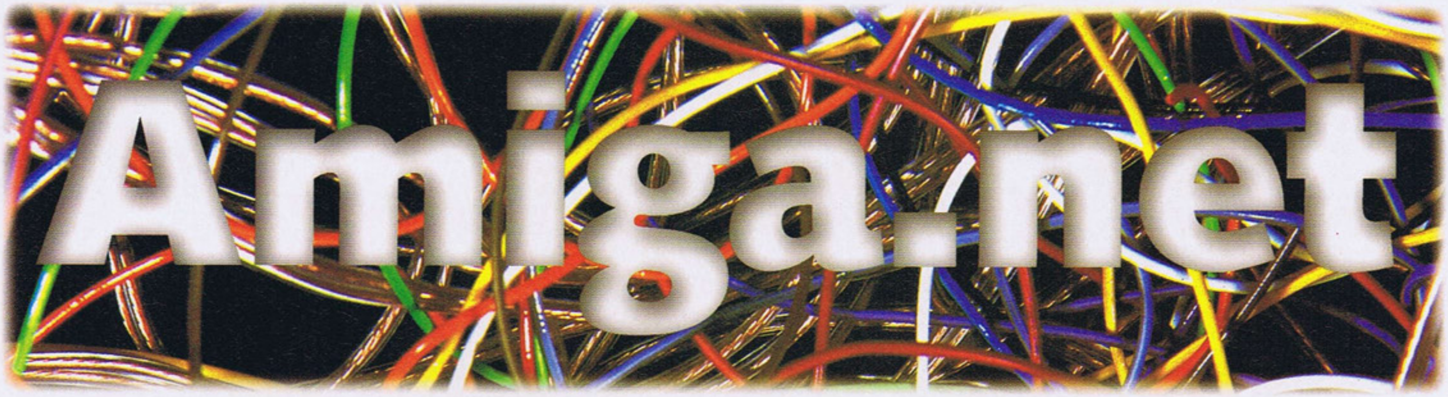
Extra drive #2 ( 3.5in/5.25in) as DF: manufacturer:
____________

Hard disk: ____________Mb as DH____________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer:
____________

Details of other hardware:
____________
____________
____________




# Introducing Miami...

**Darren Irvine takes a look at a new Internet TCP/IP stack that looks like giving both Amiga Technologies' new system and the old favourite *AmiTCP* a run for their money.**

One of the things that makes the Internet so useful is the flexible way in which the protocol used by every Internet application (TCP/IP), can be adapted for a huge range of purposes. This very flexibility also makes developing new Internet applications troublesome and, more importantly, can make TCP/IP a tricky system for the end user to install and get to grips with. When you first get an Internet account with an Internet Service Provider (ISP), you are given a number of (at first) meaningless IP numbers and domain names, and it can be a real struggle to discover where to put these in terms of the setup of your Internet software.

For a long time the only real choice if you wanted to get your Amiga connected to the Net in the proper way using TCP/IP (there are other methods, but all of them unsatisfactory) was to run *AmiTCP*. Now don't get me wrong here, *AmiTCP* is a very flexible implementation of TCP/IP and I've been using it for years myself, but one thing it isn't is easy to install. Sure, ISPs, such as the ubiquitous Demon Internet who support the Amiga, have always provided an installer script to get users of their system up and running relatively painlessly. Other ISPs have not been so forthcoming, and one of the questions I get asked mostly frequently is "how do I set up *AmiTCP*". Unfortunately it's not a particularly easy question to answer quickly, but if you turn to our new tutorial on page 90, it'll give you some hints on getting started.

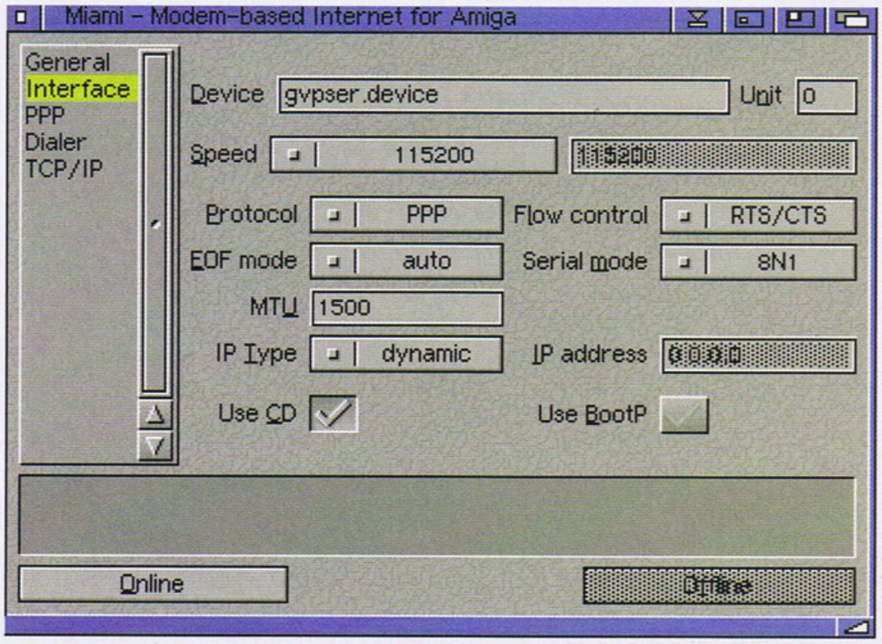
The new system provided by Amiga Technologies is of a similar nature to *AmiTCP* – countless text files that must be updated by hand if you want to tweak your TCP/IP setup. Although both these systems mirror fairly closely the original implementation of TCP/IP (on Unix) they certainly don't win any prizes in the user-friendliness stakes.

## MIAMI

Although my own *AmiTCP* system is fairly stable, I was still very interested to hear about a new TCP/IP implementation for the Amiga which uses a GUI based system to control all of the relevant TCP/IP parameters. The new system is called *"Miami"* and is due for release sometime in June or July, and so may well be available by the time you read this.

The configuration is to be completely GUI-driven, with no fiddly environment variables to set up or configuration files to edit. It also incorporates it's own phone dialer (something which always had to be obtained separately from *AmiTCP* and fiddled with separately too) and supports both SLIP and PPP type Internet connections.

Installation is handled by a separate program, called *MiamiInit*, which is said to be able to automatically configure *Miami* for your respective Internet Service Provider. And since *Miami* has been designed to specifically replace *AmiTCP* (and also the older Commodore *AS225* system) most of your existing *AmiTCP* compliant client and server applications should still work under the *Miami* TCP/IP stack. In theory at least, installing *Miami* on top of an existing TCP/IP setup should be a relatively straightforward operation, and shouldn't affect the operation of any Internet applications you are already using. Similarly, *Miami* should be




***Miami* offers all the functionality of traditional TCP/IP stacks such as *AS225* and *AmiTCP*, but with a modern looking GUI based control and implementation system.**

### (L)USER OF THE MONTH

**I was going to give this award to the sad loony who was advocating the use of special HTML tags in Web pages to stop them being read by people browsing using Microsoft's Win95 program *Explorer*, but, as usual, even this pathetic nonsense was out-saddened. A certain Leon Blackwell posted a message (under a thread title of "Telepathic Bond between Amiga Users") suggesting that you couldn't rightly be considered a "hardcore" Amiga user unless you were a slavish fan of either Star Trek or Babylon 5 – preferably both. The sad thing was that he appeared to approve of this fact. You know Leon, some of us manage to use our Amiga's without a regular Star Trek fix.**

fairly simple to install as your first time Internet TCP/IP system.

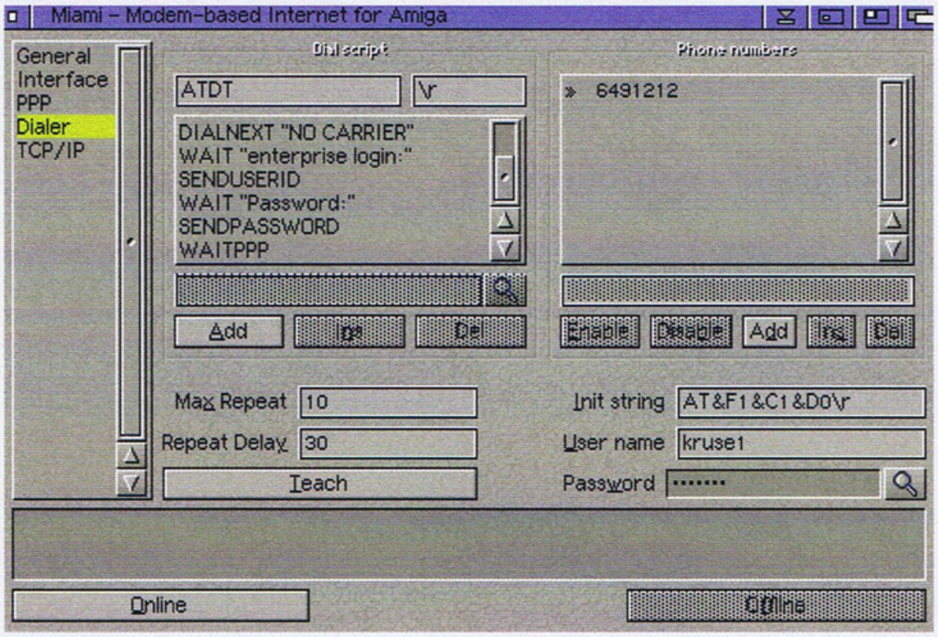
## EXTRA FEATURES

In addition to simply providing an easy to use alternative to *AmiTCP, Miami* also comes with a number of add-ons, such as an estimated phone-bill display, support for multiple ISP phone numbers and setups, and even a built in Domain Name System (DNS) cache. Although features like these have always been available to run under *AmiTCP,* they have had to be obtained and installed separately, with no guarantee that installing a new piece of TCP/IP related software won't screw up the rest of your system, resulting in lost hours (or days) as you try to get things back to the way they were before.

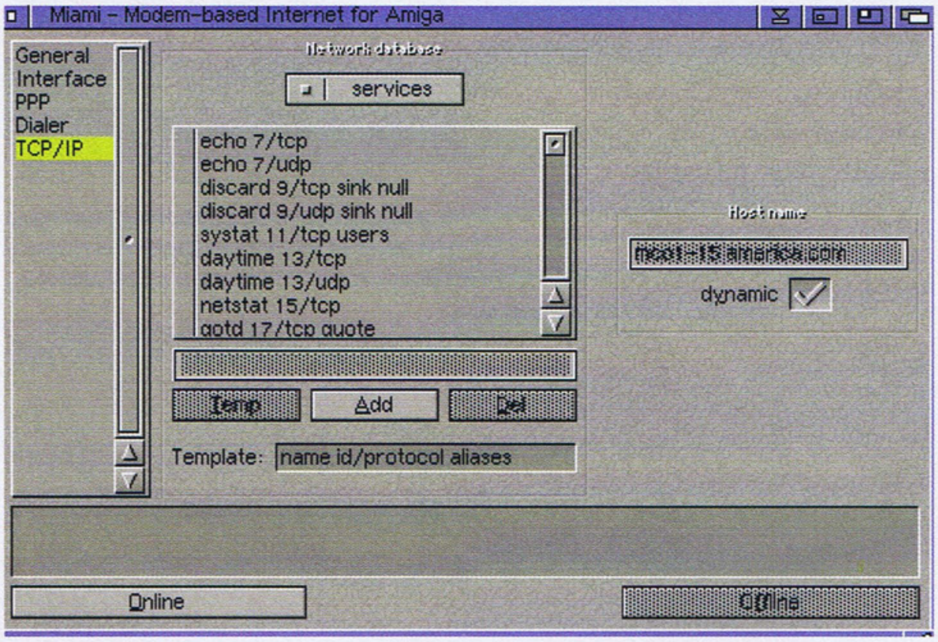
## THE DOWNSIDE

Well, of course there is always a downside, and rather predictably for such a graphical system, *Miami* requires version 3.3 of *Magic User Interface* (MUI) and so, if you're one of the born-again *MUI* haters, you'll probably stop reading about now. That of course leaves the rest of you to consider that probably using *MUI* isn't too bad (it means nice features such as full drag-and-drop support and context-sensitive help bubbles among other things), and you can get around to considering *Miami's* other big drawback – it costs money. Admittedly not a lot of money – the registered version costs $40, and a time-limited demo will also be made available, so that you can see if it's suitable for your needs without shelling out the cash.

To sum up then, it's possibly slightly too early to say whether or not *Miami* will be worth it's registration fee (there are a number of other replacement TCP/IP systems expected to be announced very soon) compared to the old *AmiTCP* system. And certainly, it will need to be exceptionally good to persuade users of the new Amiga Technologies to pay money for an easier to use version of something they already have. As with the development of Amiga Web browsers, the once mostly static area of Amiga TCP/IP stacks is starting to become hotly contested, and over the next few months the overall winner will emerge. Whatever the outcome, all this activity is very good news for the Amiga Internet user.




Setting up your dialer script is also done under GUI control – this means no more endless mucking around with multiple files to edit.




Even the individual TCP/IP services can be modified using the *Miami* GUI, making adding support for new Server processes extremely simple.

## RUMOUR MILL

**The original plan was for Rumour Mill to bring back some cutting and incisive news from the World of Amiga Show. Due to circumstances beyond the control of Rumour Mill (the free bar) this will no longer be possible. Rumours of possible extremely dubious behaviour by Rumour Mill's own field operative cannot be printed here for reasons of security (and embarrassment). Instead, here's a couple of pictures of Amiga.net's Darren Irvine engaged in some "networking" with some "notable" people on the Amiga scene.**



**"I explain to former editor and now Team 17 person Marcus Dyson that, although still fat, my stomach used to be this size"**

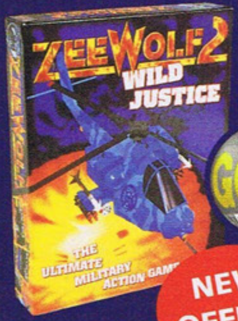
**"So Nick, when we print this picture, do you think he'll still deny being ugly?"**



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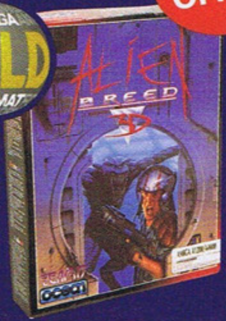



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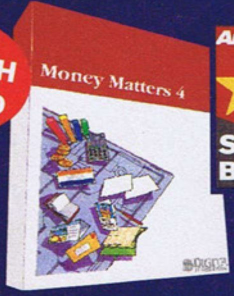

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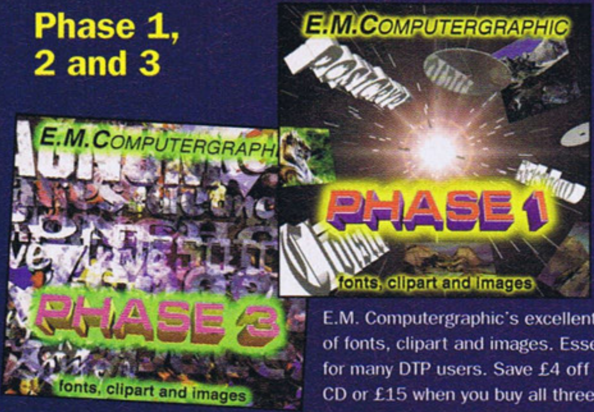



If you have a CD[32] and an Amiga with *Communicator*, you can use your CD[32] as a CD-ROM – and it brings many new features, including *AGA Viewer* (view CD pictures and animations in 16.7 million colours), *Virtual CD* (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

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This first person perspective game takes you roaming through levels, maps, mazes and secret rooms and, to spice things up, you get to blast your way through ghoulies, devils, general nasties, weapons, blood and gore. This is the Doom-clone the Amiga has been eagerly waiting for.

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## Super Skidmarks



An *Amiga Format* Gold with 92% in issue 71, *Super Skidmarks* was described as "the best driving game in its class ever seen on the Amiga".

This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. A test of yourself against your friends and fellows. Add it to your collection as soon as humanly possible!

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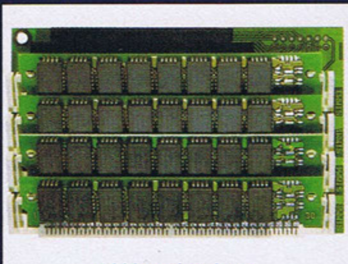
## Turbotech Clock Cartridge




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A600 version shown

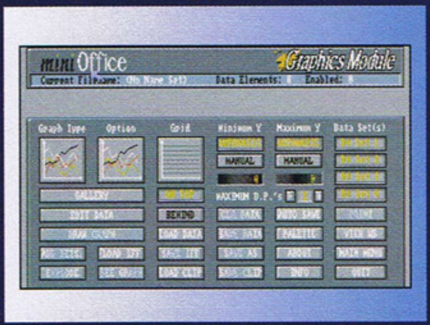
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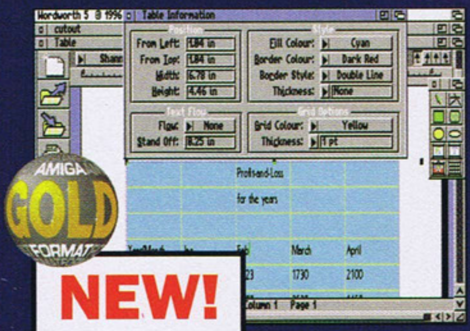
This new version of the Amiga's most popular word pro is ideal for both home users and professionals. This is much more than a program to write letters – it's a complete document design package with a range of new features including drag and drop style sheets.



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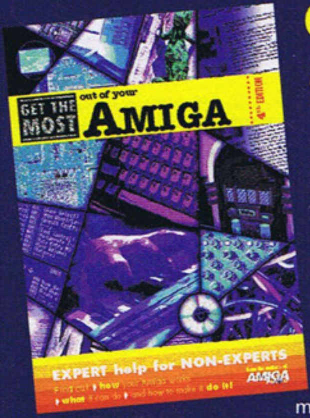


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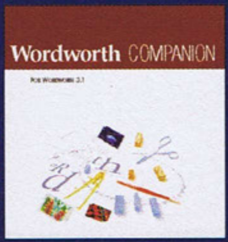
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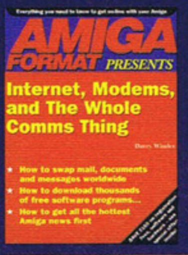
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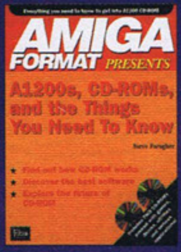
### Wordworth Companion

This guide was written with the full support of Digita International. It contains in-depth explanations of every aspect of the software and includes a bonus disk packed with fonts and clip art.

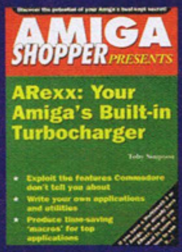
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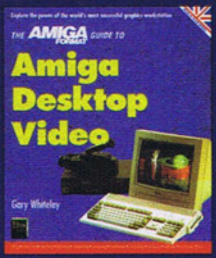

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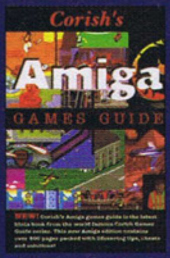

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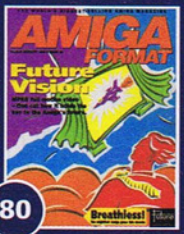

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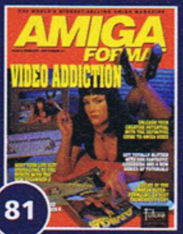

**85**
Amiga Technologies sold again! Viscorp buy the Amiga – full story, comment and analysis from the industry. Plus, read how to burn your very own CD and learn how to get connected. Reviews of *Legends*, Tekmagic 2060 and the Jaz Drive.




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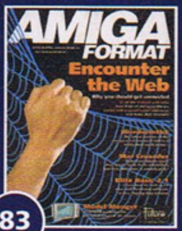

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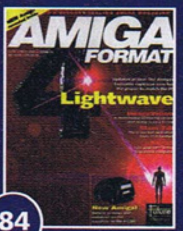

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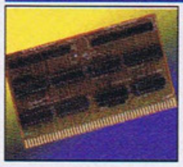


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*All titles work on all Amigas, all titles are single disks unless otherwise stated in brackets*

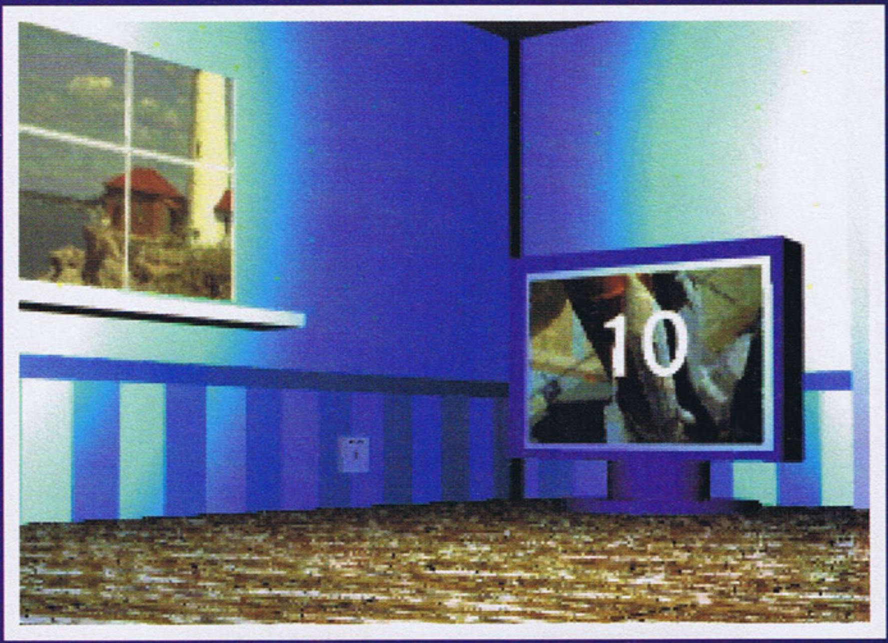
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# AF CREATIVE




It's tutorial number 10 and we've moved on to creating household appliances to put in our re-created living rooms. Join John Kennedy ...p96



Nick Veitch

We've introduced two new tutorials for you this month. We've had loads of letters from people requesting information on how to get connected to the Internet, via their Amiga. **Darren Irvine** is our resident expert in this area so this month he introduces the first in a new series of tutorials devoted to getting started.

Our second new tutorial deals with mathematics. **Paul Overaa** has created a program in ARexx which can solve complicated simultaneous equations. So if you've been pouring over your maths text books and you're looking for some help then we may have the answers.

## TUTORIALS

Amiga.net **TUTORIAL**

# First Steps with AmiTCP

**Darren Irvine gets back to basics and looks at how to get and set-up basic Net software.**

Our Amiga.net series has dealt with some of the software available for the Amiga Internet user, but there may be some of you who aren't sure how to get started using the Net, and this series is for you. Although as mentioned in this month's Amiga.net, there are a number of new systems becoming available to let you connect up your Amiga, the old favourite *AmiTCP* is still the tried and tested method.

As well as the *AmiTCP* software itself, you'll also need to get hold of a dialer program such as *Dialup* which will, as the name suggests, actually call your ISP and make your connection to the Internet. There a number of dialers available, all with slightly differing syntax. Although the example setup here uses *Dialup,* you can use whichever your ISP supplies you with or you can get hold of. Since you'll almost certainly want to use the Web, *AMosaic* also has to be obtained separately. See the boxout for details on where all these programs can be obtained.




This month's CD contains all you need to get started on the Net, including a one month trial with FirstNet.

## CHOOSING AN ISP

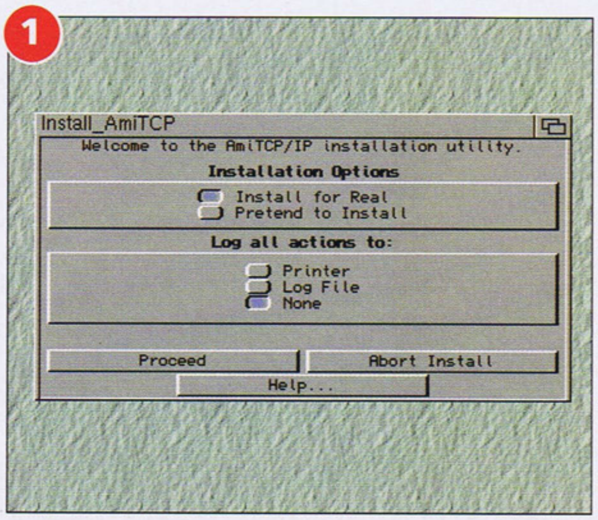
A few years ago this choice would have been a simple one, if only because there were so few ISPs to choose from. Now, with new service providers popping into existance on an almost weekly basis, a bit more thought has to go into making your mind up.

There are a number of factors to consider before making your choice. The most obvious of these is to try and pick an ISP within a local call distance of where you live – given the number of ISPs this is becoming easier. Also try and choose the service which looks like being the best value for money. On the other hand, it may well be worth paying slightly extra for an ISP with a good reputation for reliability – asking people on the local comms scene for advice will come in handy here, since ISPs quickly acquire a good or bad name in this area.

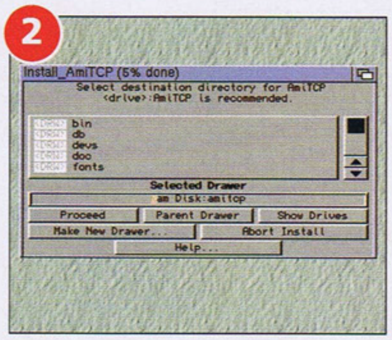
Other factors that may play a part in your decision are whether or not the ISP supports the Amiga (and it has to be said here that most don't'). If you are interested in having your own pages on the Web, you should also find out which ISPs offer the best deal in this area (some offer a certain amount of space on their Web servers for free, whilst some charge a small annual fee).

## GETTING STARTED

*AmiTCP* is available as several different releases, with the latest being the commercial version 4. Since hardly any software currently requires version 4, and it has a number of annoying nags built into the unregistered version, it is probably best to start off installing the non-commercial version 2.3 (or the beta of version 3 if you can get hold of it). After you have downloaded the software or obtained it from your ISP, unarchive the *AmiTCP* archive to RAM: or a temporary working directory. Now create a directory on your hard drive where you want the *AmiTCP* system to live – calling it "Amitcp" wouldn't be a bad idea. Now, we're finally ready to get started – in case you hadn't worked it out already, click on the icon marked "Install AmiTCP".



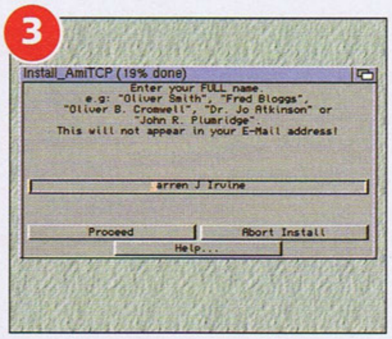

Well – here we go. Time to bite the bullet and get started.




Select a sensible place to install – I'm using RAM: here so as not to mess up my existing setup.

## ALL THOSE NUMBERS

Although the number of questions asked by the *AmiTCP* installer isn't great, if you've never seen them before it can all seem extremely confusing – asking about IP number this and SLIP connection that. Fortunately almost all of the questions asked are answered with details that will have been supplied to you by your ISP – it's just a case of getting them in the right order.



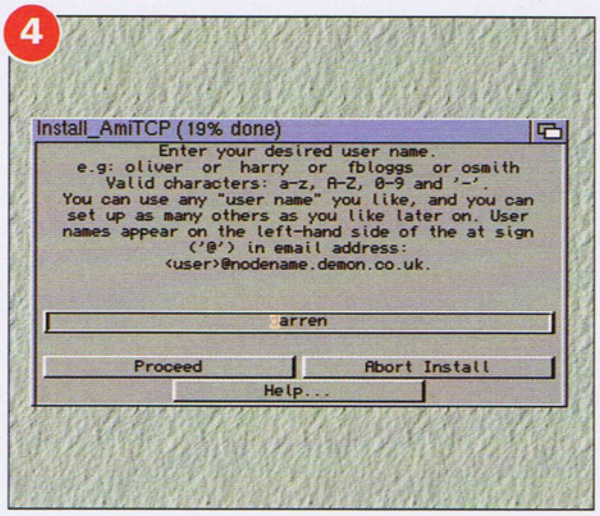

**Supply your real name as you would like it to appear when you send email to people.**

The most important of these is your Internet Protocol or "IP" number. This is a series of four numbers separated by decimal points. Since you will be using a modem connection, you will also need to know whether your ISP supports the use of SLIP or PPP. This fact determines which driver you select. You will also have been given the IP number of the computer belonging to your ISP which is the Destination Address for your system. This all seems like a lot of jargon, but have a look at the screenshots and everything should become clear.

## AND ODD NAMES AS WELL

The details that you will have been given by your ISP will also include various names, again interspersed by decimal points. You will probably have decided on a "Host" name for your

4




This name determines part of your actual email address – the part that comes before the "@" sign.

computer itself. This is the part of your Internet address that goes in front of the ISPs own "Domain" name to form what is known as the "Fully Qualified Domain Name" or FQDN. In my case, my Hostname is "plasma" and the Domain name is "TheGAP.com", giving a FQDN of "plasma.TheGAP.com". This, along with my default username (which you will also have to supply in your setup) forms my complete Internet email address of:

**darren@plasma.TheGAP.com**

If you're account is with Demon, your address will be something like:

**username@someoldsystem. demon.co.uk**

Other ISPs will give you email addresses based on your username, your hostname, and their domain name. You will have been told by your ISP the FQDNS of their "Name Server" and you should enter this when prompted.

Once all these details have been entered, you have to make a choice as to where they will be stored – whether to store files representing the environment variables in ENV: or whether to make changes to your S:USER-STARTUP file. Personally I prefer the latter, as it makes it easier for you to see exactly what is going on.

## GETTING CONNECTED

After installing *AmiTCP*, you should copy *Dialup* (or whichever dialer program you are using) to your C: directory, and create a script file to get things up and running. I have called mine "Genesis" since that is the name of my ISP, and the file contains the following:

**echo "Calling GENESIS" dialup pw="********" lin="plasma-du" pn= "ATDT01232560551" echo "Waiting for Connection" wait 5 echo "Starting AmiTCP" run >nil: nil: online rhslip.device 0 echo "Here we go...." run startnet**

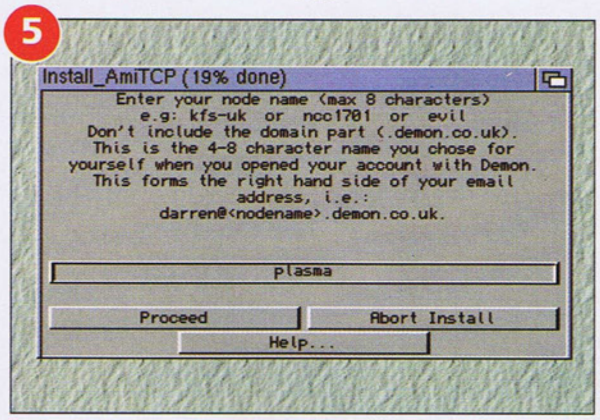
One or two things probably need explaining here. The second and third line tell dialup which phone number to call and what to use for a login name (lin) and password (pw) – these will be given to you by your ISP. I've rather cunningly blanked out my password here – obviously you should type in your actual password rather than asterisks. If you are using something other than *Dialup* you should substitute it in this line – check the documentation that comes with your dialer to find the exact syntax to use.

The sixth line runs the *AmiTCP* program "online" and activates the driver which I'm using – in this case rhslip. If you're using a different driver such as "ppp", substitute it here as appropriate. In the case of some dialer programs, this line will be integrated with line three – again check the appropriate documentation.

The last line actually starts up the *AmiTCP* system. The script "Startnet" is created by the installer and resides in AMITCP:BIN. If you have any problems it's always a good idea to have a look in here and make sure all the various IP numbers have been set up correctly by the installer – feel free to modify them by hand using an editor if they appear to be wrong.

And this bit determines the rest of your email address – this is the name for your system which you will have agreed with your ISP.

5




## GETTING HOLD OF THE SOFTWARE

***AmiTCP* software is widely available on the Internet, but you can't get hold of it until you're on the Internet, and you can't get on the Internet until you get hold of the software. And so on. Fortunately, most ISPs will be only to happy to download the software for you – if they aren't then you'd probably be better of taking your custom elsewhere. Alternatively, many Amiga related BBS will have the archives that you need. They also appear in the Comms drawer on this month's CD.**

**If you do have another internet account to get hold of the software, the addresses and paths you need are:**

**AmiTCP**
**src.doc.ic.ac.uk /pub/aminet/comm/tcp**
**Note that both versions 2.2 and 4 are available in this directory**

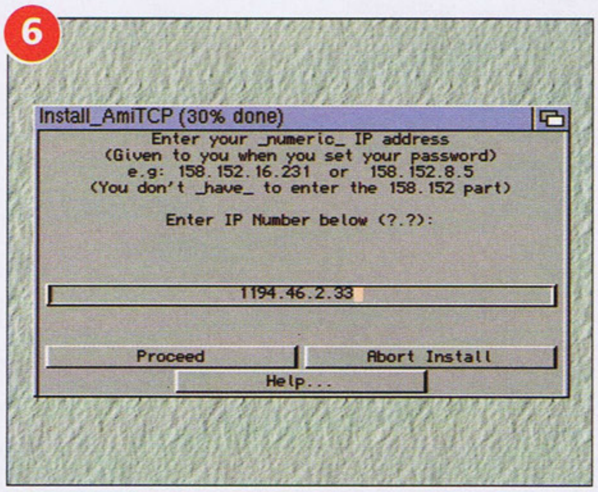
**Dialup**
**src.doc.ic.ac.uk /pub/aminet/comm/net/Dialup14.lha**

**AMosaic**
**max.physics.sunysb.edu /pub/amosaic**

## CONCLUSION

Once you get *AmiTCP* up and running, you'll need to get hold of the software to handle such things as Email, Usenet News, and of course, Web browsing. Over the next few months, we'll take a look at the various choices to be made in these areas and how to set each type of application up on your system.

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Now it's time to start putting in all those meaningful looking numbers supplied to you by your ISP.

## JARGON

**BROWSER** – A piece of software used to navigate the World Wide Web by displaying the Hypertext pages and allowing the user to select any of the links displayed.

**DOMAIN NAME** – The text equivalent of an IP number. When you access an Internet site via it's name, behind the scenes this name is translated into the IP Number by a computer belonging to your ISP known as a Name Server.

**IP NUMBER** – The 32-bit number representing the "address" of a particular computer on the Internet. You will need to know the IP number of your own machine, as well as the machine belonging to your ISP that is to act as your gateway to the Internet.

**ISP** – Internet Service Provider. A company such as Demon Internet or Atlas who basically sell access to the Internet. They have host machines that are on the net full time to which you dial in using a modem to connect to the Internet when you want.

**SLIP** – Serial Line Internet Protocol. One of the two main protocols for accessing the Internet over a telephone connection. The other is PPP - Point to Point Protocol.

**TCP/IP** – Transmission Control Protocol/Internet Protocol. The basic mechanism by which all data is passed across the Internet. Also the name given to the sort of software required to get your computer onto the net.


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# Simultaneous Equations

**A set of simultaneous equations with three, four, or a dozen unknowns, would you know how to solve them? Your Amiga could and Paul Overaa has written a utility which performs this task automatically.**

Remember being given loads of simultaneous equations to solve at school? I do! But at school most of us are only ever involved with fairly small equations, e.g. having to solve for two unknowns like this...

(1) 2 x + y = 7

(2) x + y = 3

In this example by subtracting equation **(2)** from equation **(1)**, and then back-substituting the first x value obtained, it's quite easy to work out that the solutions are....

x = 4 and y = -1

Two unknowns are fairly straightforward, but now try it with half a dozen or more unknowns and you'll soon see that the work involved grows. This is why so much effort has been put into techniques which are suited to computer based solutions and it's just one of these methods that I've programmed.

Fortunately, you don't need to understand how the program works in order to use it. So, if you'd rather skip the 'mathematical basis', and just concentrate on learning how to use the program – then read on but ignore the boxout that deals with the maths.

## SOME MODERN NOTATION

In order to use the program you do need to be familiar with a particular sort of notation. In a nutshell you need to be able to enter your equations using matrix form and here's how it's done: First look again at the example given earlier...

2 x + 1 y = 7

1 x 1 y = 3

To produce a 'matrix form' just remove the coefficients from the 'x' terms and place them in a left-hand-side coefficients array. Then do a similar thing with the x's and the right hand side coefficients so that you end up with this type of thing...

$$\begin{bmatrix} 2 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 7 \\ 3 \end{bmatrix}$$

Mathematicians often write such equations as a general form **Ax=b**, so following this convention I'm going to be calling the left hand coefficients matrix the **'A'** matrix – and the right hand side matrix the **'b'** matrix. It's convenient to identify the individual elements of the matrix, i.e. the individual numbers present, by using a subscript notation. With this arrangement the top left element of the **'A'** matrix in our example is called A(1,1) and the bottom right element A(2,2). Similarly the top element of the **'b'** matrix is b(1,1) and the bottom element is b(2,1).

## THE PROGRAM AND HOW TO USE IT

The program, when it runs, will ask you for the dimension of the simultaneous equation system you wish to solve. This is the number of variables involved. For the earlier example it was 2, for the equations I'll be looking at in a moment there are four equations with four unknowns – so this will be a four dimensional system! Once the terms of the equations have been put in the program prints the input data and then makes a first 'estimate'. In many cases this will be exact, but on other occasions it may be necessary to make two or three additional attempts.

How do you tell when you've got a reasonable solution? Some equations are difficult to handle because the equations themselves are mathematically awkward, or because the coefficients have come from experimental data which is itself subject to error. Either way the resulting 'ill-conditioned' equations are a pain to solve – although my script handles many types of ill-conditioned equations surprisingly well. Unfortunately, knowing that particular equations are ill-conditioned doesn't always help us and it's important to recognise cases when the program has not been able to produce an accurate solution.

As results are printed, estimated error levels (as delta-X values) are provided. As a general guide you should look at the delta-X terms and when they become close to zero (and your solved X values are not changing) then the program will have found the solution to your equations.

## A SAMPLE SESSION WITH THE PROGRAM

Here's a nice easy example to get you going: The idea is to solve this four dimensional equation set...

1x + 1y + 1z + 1t = 198.14

2x + 3y + 0z + 4t = 386.26

1x + 0y + 1z + 2t = 299.78

0x + 1y - 1z + 2t = 91.38

The program will use X1, X2, X3, and X4 to label unknowns – the

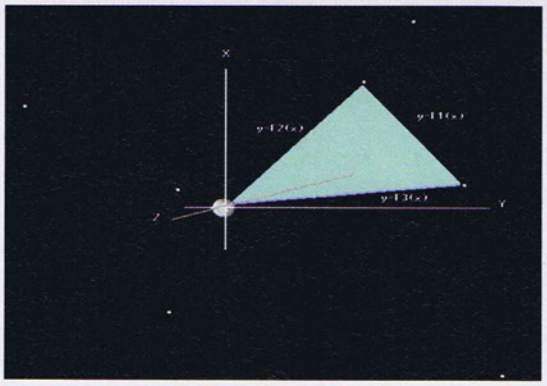
**Continued overleaf ➡**

**FIGURE ONE - ENTERING THE COEFFICIENTS**

### AREXX GAUSSIAN ELIMINATION PROGRAM (V1.00) PAUL OVERAA(1995)

**What dimension system do you wish to solve? 4**

**A(1,1)... ? 1**
**A(1,2)... ? 1** (here you enter the complete set of coefficients)
**A(1,3)... ? 1**
**A(1,4)... ? 1**
**A(2,1)... ? 2**
**...etc.**
**B(1)... ? 198.14**
**B(2)... ? 386.26**
**B(3)... ? 299.78**
**B(4)... ? 91.38**



**I don't need to tell you that a series of N simultaneous equations can be used to identify crossing points in N-dimensional hyperspace – because you knew already didn't you?**

## AREXX GAUSSIAN ELIMINATION PROGRAM (WITH PARTIAL PIVOTING AND ITERATIVE REFINEMENT)

```
Programmed by Paul Overaa (1995) Version 1.00
                MAIN BLOCK
PRECISION=8
NUMERIC DIGITS PRECISION
SPACE        = '20'x
LF           = '0A'x
TITLE= LF||'AREXX GAUSSIAN ELIMINATION
PROGRAM (V1.00) - Paul Overaa (1995)'||LF
PROMPT1      = LF||'What dimension system do
you wish to solve ?'
PROMPT2      = LF||'Press RETURN for next
estimate – any other key (+RETURN) to quit'||LF
PROMPT3      = LF||'PROBLEM TO BE SOLVED IS
AS FOLLOWS:'||LF||LF
ERROR1       = LF||'These equations are invalid -
no solution possible'||LF||LF
ERROR2       = LF||'Aborting - an error has
occurred during
processing'||LF||LFINVALID_OPERAND=48;
INVERSE_L.=0; U.=0; X.=0
signal on syntax
Writech(stdout,TITLE)
Writech(stdout,PROMPT1); pull N
call Collect() /* INPUT ROUTINE ------> */
call Display() /* PRINT PROBLEM ------> */
call Estimate() /* --------------------> Get initial X
estimate */input$=''
do while Length(input$)==0
     call Refine()        /* ITERATIVE
REFINEMENT */
     call CurrentSolution() /* PRINT ITERATION
VALUES */                    do I=1 to N
          X.I=X.I-DELTA_X.I /* Adjust X()
values */
     end
Writech(stdout,PROMPT2); pull input$
end
exit /* Logical end of program! *//*

     ELIMINATE WITH PARTIAL PIVOTING
Estimate: do PIVOT=1 to N-1
     LARGEST=PIVOT
     do ROW=PIVOT+1 to N
if abs(U.ROW.PIVOT)>abs(U.LARGEST.PIVOT) then
LARGEST=ROW
end
if LARGEST~=PIVOT then call Interchange() /*
Row interchange routine */  do ROW=PIVOT+1 to
N
     MULTIPLIER=-
1*U.ROW.PIVOT/U.PIVOT.PIVOT
     do COLUMN=1 to N

U.ROW.COLUMN=U.ROW.COLUMN+MULTIPLIER*
     U.PIVOT.COLUMN

INVERSE_L.ROW.COLUMN=INVERSE_L.ROW.COLU
MN +MULTIPLIER*INVERSE_L.PIVOT.COLUMN
end
C.ROW=C.ROW+MULTIPLIER*C.PIVOT /* Do this
at the same time (easier) */
     end
end
          BACK SUBSTITUTION
do ROW=N to 1 by -1
     X.ROW=C.ROW
     do COLUMN=ROW+1 to N
       X.ROW=X.ROW-
U.ROW.COLUMN*X.COLUMN
     end
     X.ROW=X.ROW/U.ROW.ROW
end
return
       ROW INTERCHANGE SUBROUTINE
Interchange:
do COLUMN=1 to N
     copy=U.PIVOT.COLUMN
     U.PIVOT.COLUMN=U.LARGEST.COLUMN
     U.LARGEST.COLUMN=copy
     copy=INVERSE_L.PIVOT.COLUMN
     INVERSE_L.PIVOT.COLUMN=INVERSE_
L.LARGEST.COLUMN
     INVERSE_L.LARGEST.COLUMN=copy
end
copy=C.PIVOT
C.PIVOT=C.LARGEST
C.LARGEST=copy
return
          ITERATIVE REFINEMENT
 (First compute residual vector)
Refine:
do ROW=1 to N
  R.ROW=0 /* Initialise */
  do COLUMN=1 to N
     R.ROW=R.ROW+A.ROW.COLUMN*X.COLUMN
  end
  R.ROW=R.ROW-B.ROW
end
Now compute DELTA_C()
do ROW=1 to N
     DELTA_C.ROW=0
     do COLUMN=1 to N

DELTA_C.ROW=DELTA_C.ROW+INVERSE_L.ROW.
COLUMN*R.COLUMN
     end
end

Finally back substitute to find DELTA_X()
do ROW=N to 1 by -1
     DELTA_X.ROW=DELTA_C.ROW
     do COLUMN=ROW+1 to N
       DELTA_X.ROW=DELTA_X.ROW-
U.ROW.COLUMN*DELTA_X.COLUMN
     end
     DELTA_X.ROW=DELTA_X.ROW/U.ROW.ROW
end
return
          INPUT ROUTINE A MATRIX
Collect:
do ROW=1 to N
     do COLUMN=1 to N

Writech(stdout,'A('||ROW||','||COLUMN||')... '); pull
U.ROW.COLUMN
       A.ROW.COLUMN=U.ROW.COLUMN
     end INVERSE_L.ROW.ROW=1 /* Set up
identity during input loop (convenient) */
end
          INPUT ROUTINE B VECTOR
do COLUMN=1 to N
     Writech(stdout,'B('||COLUMN||')... '); pull
C.COLUMN
     B.COLUMN=C.COLUMN
end
return
        PRINT PROBLEM TO BE SOLVED
Display:
Writech(stdout,PROMPT3)
do ROW=1 to N
  COLUMN=1
  Writech(stdout,'{'||Left(U.ROW.COLUMN,
PRECISION)||SPACE)
  do COLUMN=2 to N-1
     Writech(stdout,Left(U.ROW.COLUMN,
PRECISION)||SPACE)
  end
  COLUMN=N

Writech(stdout,Left(U.ROW.COLUMN,PRECISION)||
'} ')
  Writech(stdout, '{X'||ROW||'} =
{'||Left(C.ROW,PRECISION)'} '||LF)
end
Writech(stdout,LF)
return
          PRINT CURRENT SOLUTION
CurrentSolution:
do I=1 to N
     Writech(stdout,'X'||I' =
'||Left(X.I,PRECISION))
     Writech(stdout,SPACE||'delta-X' I)
     Writech(stdout,' = '
Left(DELTA_X.I,PRECISION)||LF)
end
return

Syntax:
if rc==INVALID_OPERAND then call
Writech(stdout,ERROR1)
     else call Writech(stdout,ERROR2)
exit
```

⬅ mechanism is the same no matter what the unknowns are called. All we need to do is strip out the coefficients using the scheme mentioned earlier to produce this sort of equation description...

| | | | | |
|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 198.14 |
| 2 | 3 | 0 | 4 | 386.26 |
| 1 | 0 | 1 | 2 | 299.78 |
| 0 | 1 | -1 | 2 | 91.38 |

For initial experiments the easiest way to run the script is to copy it to the RAM disk and then open a Shell window and make RAM: the current directory (by typing cd RAM:). Then run the script by typing 'rx arexx_gaussian'. The program will introduce itself, ask for the dimension of the system to be solved, and then prompt you to enter the coefficients. Once you've done that the program will display the equation set and provide some first estimates of the unknowns. It will tell you to either hit Return to produce a refined solution set, or to hit any other key (plus Return) to quit the program. As you interact with the script then your screen display will look something like the outputs shown in figures one and two.

With this example the first estimates are all we need since the zero residual error (delta X) values tell us we already have good answers. If you substitute the X1-X4 program results, which do of course correspond to the x=2.1, y=-3.5, z=101.4 and t=98.14 variables in the original equations, you'll see that they are in fact 100% correct. So, that's the basic idea of how the program is used.

### SOME NOTES ON CODING

With most high-level languages, programmers would, as you might expect, rely heavily on the use of array variables to represent matrix data. ARexx has no array variables but it does support powerful compound variables which can be used to mimic the array variables found in other languages. These ARexx-specific compound variables do not get the exposure they deserve in most computing magazines so a recap of the basic ideas are clearly worthwhile.

An ARexx compound variable is an entity whose name contains at least one period and at least two other characters. The name may not start with a digit or a period and, if there is only

## JARGON

**COEFFICIENT:** The number which comes before the unknown quantity. For example in the expression 3x - 5y the coefficient of x is 3 and the coefficient of y is -5.

**ELEMENT:** One of the numbers in the array or matrix

**GAUSSIAN:** Gauss was a mathematician who a lived long time ago. The basic method used in this month's program was named after him.

Iterative Refinement: To produce a solution by making additional attempts as long as the answers are getting better.

**MATRIX:** An array of numbers much like you'd find in a BASIC type array. In the simultaneous equation mathematical sense a matrix is simply an N x M set of coefficients. Mathematicians have worked out powerful ways of working with these objects as whole units.

**PARTIAL PIVOTING:** A mathematical technique based on swapping numbers around in order to minimise potentially error prone division operations.

**RESIDUAL ERROR:** A value or set of values which attempt to estimate the 'incorrectness' of the solution.

**SIMULTANEOUS EQUATIONS:** These are sets of linear equations (equations which do not involve unknowns containing powers) with more than one unknown quantity to be found. To find two unknowns you need to have at least two independent equations To find three unknowns you'll need three independent equations etc..

**SKELETON INPUT/OUTPUT ROUTINES:** This means exactly what it says... bare bones simple routines without fancy graphics or sophisticated editing facilities.

**UPPER TRIANGULAR / LOWER TRIANGULAR:** Matrix terms for coefficient arrays in which only the lower and upper areas of the matrix contain non-zero coefficients.

## PROGRAMMING THE MATHEMATICS

**The first thing to bear in mind is that this program is not a 'toy' application. I've gone out of my way to make it a tool solid enough to be used with the sort of linear equations that crop up in real life.**

**The basic technique used is called Gaussian Elimination but I've made some, fairly standard, concessions to help the accuracy of the computer based solution: Firstly, I am using something known as partial pivoting to minimise errors in the coefficients matrix.**

**Secondly, I'm attempting to iteratively refine the answers produced by estimating the errors and using them to 'guide' the solution to the best possible values.**

**The overall technique is given the rather long winded name of 'Gaussian Elimination with Partial Pivoting and Iterative Refinement'. How does it work? Well, our input data goes into matrices 'A' and 'b' so the equation we want to solve can be written as... A x = b.**

**-1**

**Now if we can perform a set of operations L on matrix A, such that the resulting left hand side is an upper triangular matrix U, then we're able to pre-multiply each side of the equation to produce this arrangement...**

$$L^{-1} A x = L^{-1} b$$

ie $$U x = L^{-1} b$$

**The upper triangular type of matrix can be solved by back substitution and, since we will know U, b, and the inverse L matrix we can therefore compute the required 'x' values. In the program the inverse L matrix is obtained in rather a sneaky way – we load it initially as an identity (ie 0's in all elements except the leading diagonal which are all 1's) then whatever we do to the left hand side coefficients matrix we do to the identity matrix. By the time the left hand side is in upper triangular form the inverse L matrix will be known.**

**The program goes through all of the above operations and, having got the left hand side in upper triangular form, it then back-substitutes to find the unknown 'x' values. The partial pivoting technique used initially to minimise errors is not enough because floating point computer arithmetic is not (in general) exact. Residual error analysis is therefore also used to modify and help improve the solutions obtained. I've stuck to a fairly standard implementation of this approach and have broken the program up into lots of small clearly labelled sections and routines – so those of you who fancy looking at the mechanics of the script will be able to identify the code related to the individual parts of the method.**

**If, incidentally, you would like to brush up on the maths involved then most standard 'A' level and graduate level numerical analysis books will include details of solving simultaneous equations by Gaussian Elimination – it's a technique which is very well known!**

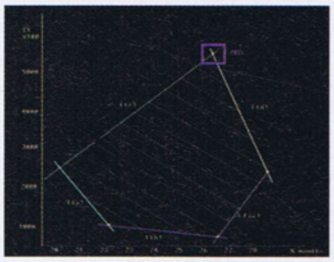
**LISTING ONE: THE SKELETON INPUT ROUTINES USED BY THE PROGRAM**

### INPUT – ROUTINE – A – MATRIX

```
Collect:
do ROW = 1 to N
do COLUMN = 1 to N
    Writech(stdout,'A('||ROW||','||
COLUMN||')...');U.ROW.COLUMN=Readl
n(stdin)
    A.ROW.COLUMN=U.ROW.COLUMN
end
INVERSE_L.ROW.ROW=1 /* Set up
identity during input loop
(convenient) */
end
/*
```

### INPUT – ROUTINE – B – MATRIX

```
do COLUMN = 1 to N
    Writech(stdout,'B('||COLUMN||')...
'); C.COLUMN = Readln(stdin)
    B.COLUMN=C.COLUMN
end
return
/*
```

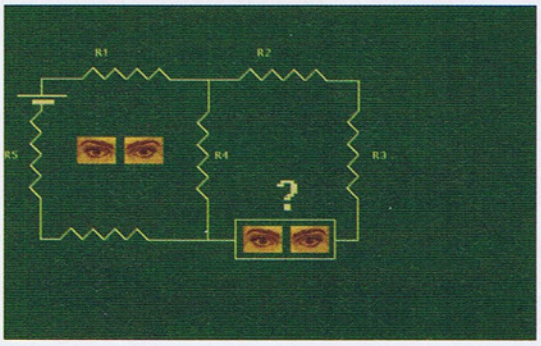


**Linear Programming, a technique used by lots of big businesses, relies heavily on the use of large sets of simultaneous equations.**

**FIGURE TWO – THE RESULTS THE PROGRAM PRODUCES USING THE EXAMPLE DATA**

### PROBLEM TO BE SOLVED IS AS FOLLOWS:

```
{1  1  1    1} {X1} = {198.14}
{2  3  0    4} {X2} = {386.26}
{1  0  1    2} {X3} = {299.78}
{1  1  1    1} {X4} = {91.38}
X 1 =   2.1.000   delta-X 1  = 0
X 2 =   -3.500    delta-X 2  = 0
X 3 =   101.40    delta-X 3  = 0
X 4 =   98.14     delta-X 4  = 0
Press RETURN for next estimate - any other key (+RETURN)
to quit
```




**Without the use of simultaneous equations electronic engineers, or indeed anybody else, wouldn't be able to identify unknown quantities in their resistor networks!**

one period, it may not be the terminal character. So x.1 and U.r.2 are both valid compound symbols. The first part of the name, i.e. the portion up to and including the first period, is called the 'stem' of the compound variable and so the stems associated with the compound symbol examples shown above are x., and U. The remainder of the name is called the 'tail' and these may be constant symbols, simple variable symbols or nulls.

When ARexx encounters a compound variable name it generates a 'derived name' by replacing any references to simple symbols in the tail by the values of those symbols, so simple one dimensional arrays are easily set up by defining a compound variable with a tail that consists of a single variable name.

To represent two-dimensional arrays we use tails with two components. For example to set up the identity of an N x N matrix we could use a loop like this one...

```
a. = 0
do i=0 to N-1
    a.i.i=1
end
```

If N was set to 3 this loop would produce a matrix with the array equivalent of this formation of values...

```
 -       -
|1  0  0|
|       |
|       |
|0  1  0|
|       |
|       |
|0  0  1|
```

One particularly interesting characteristic of these variables is that large arrays do not have to be pre-declared before use (as they do in languages like *Basic*). The very act of initialising the stem ensures that all elements which subsequently receive no other value will take their value from the stem. Needless to say you will find many examples of compound variables use in the example script.

You'll also see that I've stuck to using skeleton input/output routines and have kept all program I/O statements well away from the 'guts' of the program (See listing One). This is deliberate and the idea is that serious users will be able to swap my I/O routines for their own if they feel it is necessary. If, for example, equations with several dozen unknowns frequently need to be solved then it would be best to store the coefficients in a disk file.

### NOW GET CRACKING

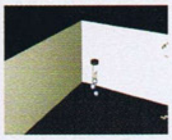
As ARexx scripts go this program is fairly large and it actually took quite a while to develop and test. You'll find the code for the utility on page two of this feature and on this month's CD-ROM. You'll realise this is not the sort of ARexx code that you'll come across very often. I searched ARexx libraries for about six months before deciding to write my own program.

Once you've experimented with the script, and got the hang of it you should find the utility fairly straightforward to use. The benefit of course, is that you never need worry about tackling simultaneous equations again! AF

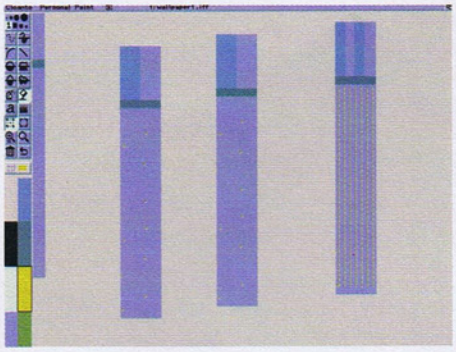
# Real 3D Tutorial

## Decorating the house

This month we'll see how to add more colour and detail using textures. We'll also have a look at how textures can be used to create "fake" objects, saving on memory and rendering times.



### PROJECT 1



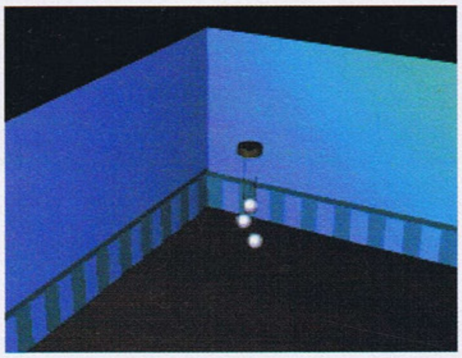
**1** First of all we'll try to create some wallpaper to add to the walls. Load up your favourite paint package, and sketch some designs. You'll only need to draw a single strip of paper, because we can make *Real 3D* repeat the pattern as many times as is required. If you have access to an image scanner, why not scan in some real wallpaper designs?



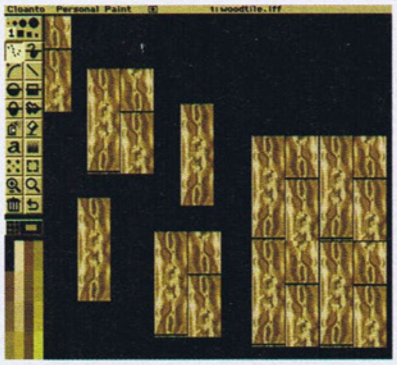
**2** Now we need to create a material type for the wallpaper. Make it repeat horizontally so that it covers the entire wall. This saves you having to draw out an entire walls worth of paper, although even with bold and simple designs like this the memory saving isn't great.



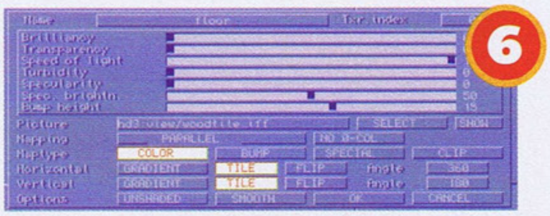

**3** Now apply the material to the wall object. Use the 'B' key shortcut. Did you notice the pattern for the wallpaper was upside down? After experimenting with applying textures, this is the most reliable way I've found. Use 'V' to control how the texture is painted on, and drag it over the wall like this.



**4** When you render it (remember to use at least LAMPLESS mode to see the textures) you'll hopefully see something close to this, with the wall paper texture repeated and covering all the walls. I've removed the ceiling for this bird's eye view.



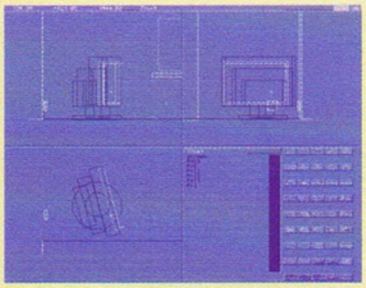
**5** Creating the floor requires a similar method. I created a wooden plank effect, and snipped out a brush which looks good when repeated. Again, if you have a scanner you can digitise a real wooden floor or real carpet.



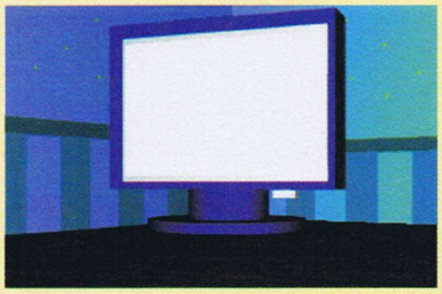
**6** The process for making the material for the floor is almost exactly the same as for the wallpaper, although this time the pattern is tiled in both horizontal and vertical directions. You may want to click on the FLIP buttons.

### PROJECT 2

## Building a TV set



**1** Create a TV set from various squares and cylinders. If you're perfectionist, find the instruction manual which came with your telly, as they often contain wire-frame diagrams to get the measurements. Make sure the screen is defined as a rectangle right at the front.



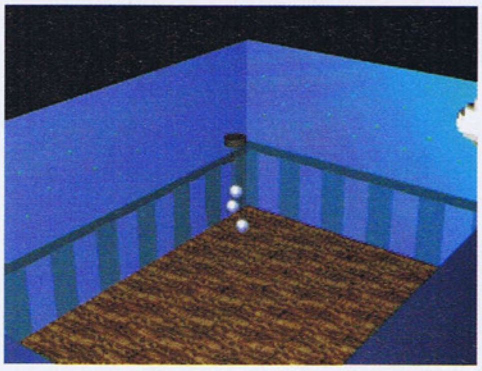
**2** When you render it, it should look roughly like this – I've always wanted a wide-screen set. Don't forget to render a remote control too, or you won't be able to switch it on. As you can probably guess, we can now create an image to appear on the screen



**3** I found that the Art Department's "Sphere" tool does a good job of warping an image to make it look as though it is on-screen. When making the material, make the image UNSHADED again, and add a little specularity and brilliance.

# part 10

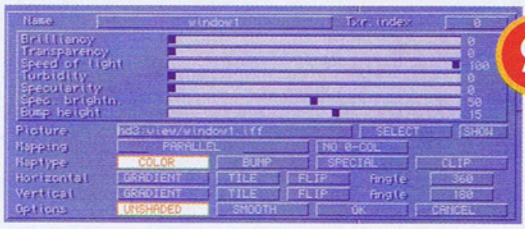
**Last month we left our house in a particularly sad shade of conservative grey. John Kennedy is going to show us how to brighten things up a bit.**



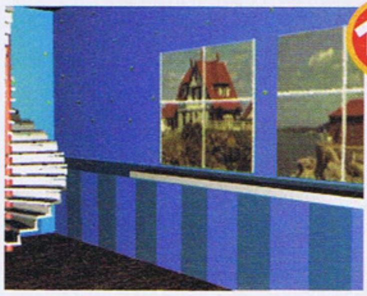
**7** Adding a little "Brilliance" to the floor texture gives an excellent reflective surface, but dramatically increases rendering times. Leave it until you have finished all the other objects. Notice how at the moment, the detailed textures in the wooden floor don't look so hot. We'll come back and fix that later.



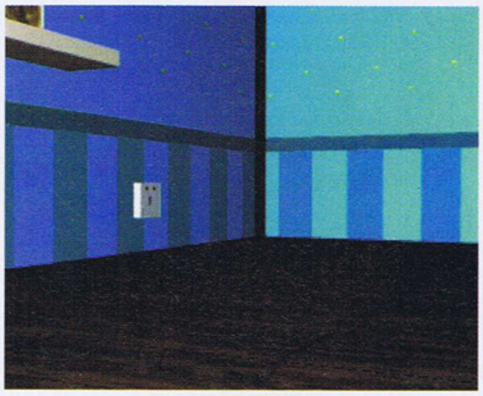

**8** Add some windows using some digitised pictures. I've taken an image, and cut two windows out of it. Then I've blurred them slightly and drawn a border and a frame to make it look a little more window like. Once again, the images are upside down to make locating the texture easier.




**9** Create a material for the windows. There will be no tiling required this time, but the window texture will be UNSHADED as we are assuming they are lit from outside. You might want to design more detailed windows which actually cut holes in the wall for more depth.



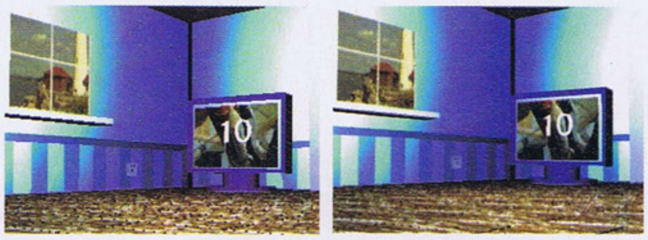
**10** Make a flat rectangle the same dimensions as the window image, and paste the window material onto it. Stick the window to the wall and add a sill-type object underneath. Render at gas mark 8, and here's one I prepared earlier.



**11** You can use the same technique to create other simple objects, such as plug sockets and light switches. There is very little to be gained modelling objects like this unless they are going to be seen in detail. An accurate drawing mapped to an object will often achieve the same result. Whoops! Upside down – do you think anyone will notice?

## ANTI-ALIASING

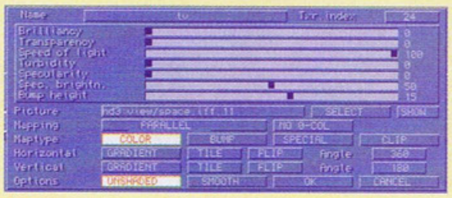
When using complicated textures, it pays to experiment with the anti-aliasing setting, available from the Solid rendering screen. Anti-aliasing makes a large difference to the "smoothness" of the textures, but also the rendering time. Here are two frames, one with no anti-aliasing and one with full anti-aliasing (and some extra "brilliance" and "specularity" switched on).



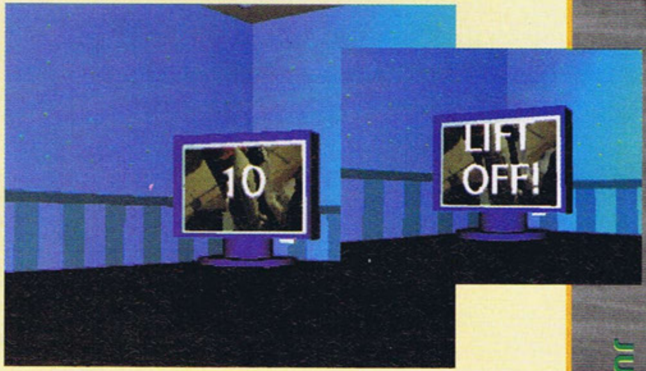

Every house needs a television set in the living room, so that's what we need to create next. You can even have your favourite animations running on the screen.




**4** If you like creating animations with *Real 3D*, take your favourite one and split it into frames. Re-size it so that it'll fit on the virtual TV screen and if you have the time, process each one to give it a slight curve. Save each frame of the animation with a name such as: picture.iff.1, picture.iff.2...




**5** Now you'll need to alter the material used on the screen. First set the index counter in the top right hand corner to reflect the number of frames in the animation. For each frame in the *Real 3D* animation, a new texture is loaded. When the index is reached, the texture frames start from 0 again.




**6** Now you need to create an animation. Here the camera is moving closer to the television set whilst the on-screen texture changes. Remember that normally animations play back at 25 frames a second, so you need to take this into account when you are creating the images which will appear on the television set.

# Blitz Tutorial

BLITZ TUTORIAL 5

**Gasp! What's this, some *Blitz* code for parsing HTML documents? Yes – the time has finally come when we can start to get our teeth into some real programming.**

The tutorials so far have looked at how Amiga programs work, and how *Blitz* can be used to deal with Intuition to create screens, windows, menus and even file requestors. That's more than enough words for a story so let's get started.

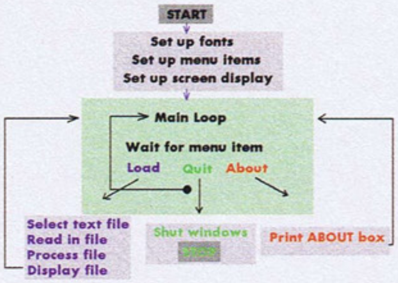
If you know your World Wide Web, you'll know that HTML consists of special codes called "tags" which are embedded in a plain text document. The tags are special words and letters contained within "<" and ">" symbols. Some tags come in pairs: for example, <b> and </b> will switch on and off bold text. Other tags are "one off" jobs, such as "<p>" which starts off a new paragraph.

## SIFTING THROUGH

Our program therefore needs to be able to go through the HTML document, picking out the tags and acting on them accordingly. Half the work is creating a reliable method of picking out the tags, and the other half is the code which does what the tags require it to.

A note for those who are already into HTML: there is no way I'm going to spend time covering every single tag as defined by the HTML2 and HTML3 standards. Sorry, but if you are interested you should find adding support for these tags an excellent exercise in *Blitz* programming. When you see the listing, you'll soon discover where any new tags can be inserted.

Remember flow charts? I have a vague recollection of them from school, but **Listing One** describes roughly how this program works. You might find it useful to look at it whilst viewing the source code (which incidentally, is on the CD-ROM).




**Listing One:** Here is an overview of the the HTML viewer program in glorious colour.

```
.process
; Process and display an HTML page

WTitle "Processing HTML","Processing HTML"

WCls

bold=Off
underline=Off
italic=Off
size=3
oldsize=3
original=3
Gosub use_font
chunk$=""
startx=8
starty=8

xpos=startx
ypos=starty
sizey=13

limitx=100

WLocate xpos,ypos

letter=1
tag=False
value=False
t$=""
v$=""
lnk$=""

While letter<count
  l$=Mid$(html$,letter,1)
  If Asc(l$)=10 l$=" "
  If tag=True
    If l$=">" Gosub process_tag:l$="":tag=False
    t$=t$+l$
  Else
    If l$="<" tag=True:t$="":l$=""
    If (l$<>"" AND value=True) v$=v$+l$
    If (l$<>"" AND value=False) Then Gosub process_text
  EndIf
letter=letter+1
Wend
Return
```

Set up variables and screen for each new HTML page.

Process the HTML file, character by character.

**Listing Two:** Called from the main loop, this code sets-up the screen and variables for each new page, and then processes the HTML file.

## PARSE THE TAGS!

Loading the HTML file is already something we've seen in previous installments, so here's how the parsing process works. The label ".process" indicates where the processing starts, and it assumes it is starting with a blank page. It therefore resets all the fonts and clears the screen. It also assumes that the text it will be processing is by default normal text rather than a tag.

Now the main loop (which is a WHILE/WEND) looks at each letter in turn. After some fiddling to ignore extra linefeed characters, if the letter is the "<" sign then we know that a tag is about to appear. We therefore set the variable "tag" to true and continue to load in letters and build up a string, t$, with the tag itself. Once we get to a ">" we jump to a routine which deals with the tag, called "process_tag". (See **Listing Two**)

If we don't get a "<", we continue loading in letters and passing them to the text processing routine (process_text). This routine builds up a string (called "chunk") until it would reach the end of the screen, and then prints it. (See **Listing Three**)

That's all there is to it: the next stage is to look at "process_tag" in more detail. (See **Listing Four**) Here we strip any excess spaces (*Blitz* is very good at providing commands to make this and other string processing fast and efficient – it rarely gets the credit it deserves) and use the Select/Case construct to deal with the possible tags. Most require that the text already stored in the chunk$ is printed

**Listing Three:** Processing the tags is a matter of recognising the strings and calling the necessary function to do all the hard work.

```
.process_text
chunk$=chunk$+l$
If (Len(chunk$)>limitx OR (Len(chunk$)>(limitx-20) AND l$=" "))
    Print chunk$
    Gosub line_break
    chunk$=""
EndIf
Return
```

```
.process_tag
  t$=LCase$(t$)
  t$=StripTrail$(t$,32)
  t$=StripLead$(t$,32)
  Select t$
      Case "br"
        Gosub flush_text
        Gosub line_break
      Case "p"
        Gosub flush_text
        Gosub new_paragraph
      Case "hr"
        Gosub flush_text
        Gosub horizontal_line
      Case "/b"
        bold=Off:Gosub flush_text:Gosub use_font
      Case "/u"
        underlined=Off:Gosub flush_text:Gosub use_font
      Case "/i"
        italic=Off:Gosub flush_text:Gosub use_font
      Case "b"
        bold=On:Gosub flush_text:Gosub use_font
      Case "u"
        underlined=On:Gosub flush_text:Gosub use_font
      Case "i"
        italic=On:Gosub flush_text:Gosub use_font
      Case "h1"
        size=1:Gosub flush_text:Gosub use_font
      Case "h2"
        size=2:Gosub flush_text:Gosub use_font
      Case "h3"
        size=3:Gosub flush_text:Gosub use_font
      Case "h4"
        size=4:Gosub flush_text:Gosub use_font
      Case "h5"
        size=5:Gosub flush_text:Gosub use_font
      Case "h6"
        size=6:Gosub flush_text:Gosub use_font
      Case "/h1"
        size=0:Gosub flush_text:Gosub use_font:Gosub new_paragraph
      Case "/h2"
        size=0:Gosub flush_text:Gosub use_font:Gosub new_paragraph
      Case "/h3"
        size=0:Gosub flush_text:Gosub use_font:Gosub new_paragraph
      Case "/h4"
        size=0:Gosub flush_text:Gosub use_font:Gosub new_paragraph
      Case "/h5"
        size=0:Gosub flush_text:Gosub use_font:Gosub new_paragraph
      Case "/h6"
        size=0:Gosub flush_text:Gosub use_font:Gosub new_paragraph
      Case "title"  ; start capturing title
        value=True:v$=""
      Case "/title" ; title captured
        If value=True
          Gosub print_title:value=False
        EndIf
      Case "/a" ; link captured
        If value=True
          Gosub make_link:value=False
        EndIf
  End Select
      ; Now tests for more fiddly commands
      If Left$(t$,2)="a "
        value=True:v$="":lnk$=t$
      EndIf
      If Left$(t$,3)="img"
        Gosub picture
      EndIf
Return
```

**Listing Four:**
**Processing the text is deceptively easy: we wait until it would wrap (preferably at a space to avoid splitting words), and print it all. At the moment, it doesn't take different font sizes into account.**

```
 ; FONT Routines
 .use_font
 ; Control the font used, depending on size and attributes
     style=0
     If underlined=On style=style+1
     If bold=On style=style+2
     If italic=On style=style+4
    WindowFont size,style
 Return

 .prepare_fonts
 f$="times.font"
 LoadFont 6,f$,11
 LoadFont 5,f$,13
 LoadFont 4,f$,15
 LoadFont 3,f$,18
 LoadFont 2,f$,24
 LoadFont 1,f$,28
 LoadFont 0,"helvetica.font",13
 Return
```

**Listing Five:**
**We need to load the fonts – *Blitz* needs to have a compiler option set to let it load so many – as HTML uses quite a few on a page.**

```
.horizontal_line
y=WCursY
w=InnerWidth
WLine 8,y,(w-8),y,1
WLine 8,y+1,(w-8),y+1,2
Gosub new_paragraph
Return

.picture
Gosub flush_text
Gosub new_paragraph

y=WCursY
x=WCursX

WBox x,y,x+16,y+16,2
WLine x,y,x+16,y+16,1
WLine x,y+16,x+16,y,1

Gosub new_paragraph
Return

.print_title
v$=StripTrail$(v$,32)
v$=StripLead$(v$,32)
WTitle v$,v$
Return

.make_link
Gosub flush_text
v$=StripTrail$(v$,32)
v$=StripLead$(v$,32)
WColour 2
Print v$
WColour 1
;Print "and the text of the link itself is {"
;Print lnk$
;NPrint "}"
Return

; Text positions

.line_break
  xpos=startx
  ypos=ypos+sizey
  WLocate xpos,ypos
Return

.new_paragraph
  xpos=startx
  ypos=ypos+sizey+sizey
  WLocate xpos,ypos
Return
```

**Listing Six:**
**Some of the code required to perform the functions required by the HTML tags.**

## COMMON HTML TAGS – TABLE OF HTML CODES

| | |
|---|---|
| <hr> | Draw a horizontal line |
| <p> | Take a new paragraph |
| <br> | Force a carriage return |
| <h1> </h1> | Text size 1 (huge) |
| <h2> </h2> | Text size 2 |
| <h3> </h3> | Text size 3 (medium) |
| <h4> </h4> | Text size 4 |
| <h5> </h5> | Text size 5 |
| <h6> </h6> | Text size 6 (small) |
| <b> </b> | Bold text |
| <i> </i> | Italic text |
| <u> </u> | Underline text |
| <tt> </tt> | Typewriter font |
| <img src="picture.gif"> | Display an image |
| <a href="URL"> </a> | Create a link to another site </a> |

(The slash "/" is always used in HTML to "switch off" a particular option).

immediately – for example, you can see that it would be obvious to print the previous stored text when we are asked to take a new paragraph tag or print a horizontal line tag.

## FONT OF ALL KNOWLEDGE

Let's now deal with the HTML code which looks after the business of changing font size. If you have used HTML before, you'll know that you can use the tags <H1> to <H6> to control the size of the text displayed. To achieve this, at the start of **Listing Five**, I've written code which defines six Amiga fonts of suitable sizes.

The fonts used in the headings are Times, whilst I've used Helvetica for the body. This looks quite smart, although of course you should choose the fonts which you think are appropriate. These are the sizes which I've had most success with.

## MORE TAGS

Now we can start to look at the code required to perform the functions demanded by the tags. **Listing Six** hasn't got any advanced tags, but you should be able to grasp what is happening. The horizontal line tag draws its line and then calls the .new_paragraph routine to move the text down the screen. Pictures aren't yet supported, and currently a small square is drawn in their place.

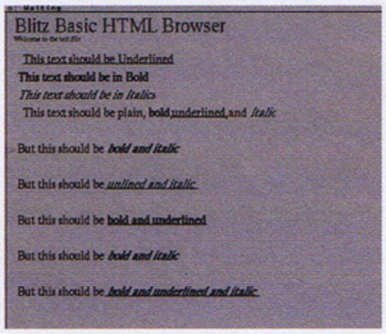
Links are detected, but at the moment nothing is done about them other than displaying the text in a different colour. You'll see some lines are commented out for the moment. The "title" tag is used to change the title at the top of the Window, because this is a pretty simple thing to do.

If you know HTML, this is where your can start writing your own code for processing tags. Some will be harder to implement than others of course, and if you want to build yourself a Netscape Navigator, you have a lot of work in front of you.

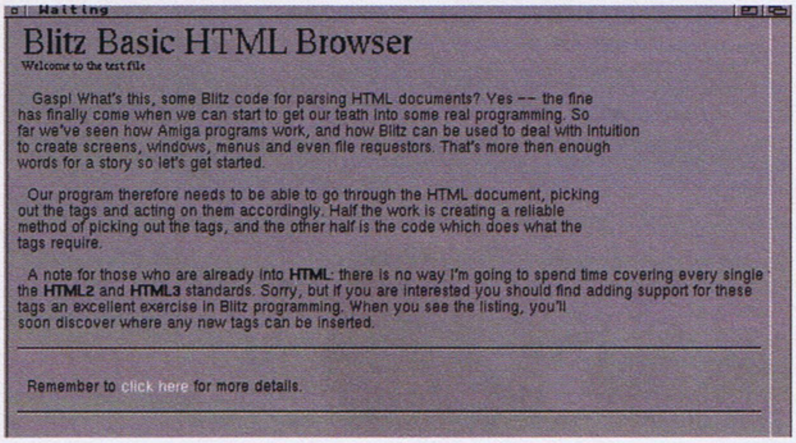
## BLITZ ON THE NET

**As you would expect, there is a great deal of material regarding *Blitz Basic* available on the Internet.**

**As well as the excellent mailing list (blitz-list@cc.helsinki.fi) there are plenty of Web sites too. For starters, make sure you check out: http://www.man.ac.uk/~mgbe4cd1/Blitz/ tutorial.html**




**Above & Below:**
**Here is the parser in action. You'll find the code and some test files on the CD-ROM.**







# TOTAL FOOTBALL

# EUROMANIA!



## FREE!

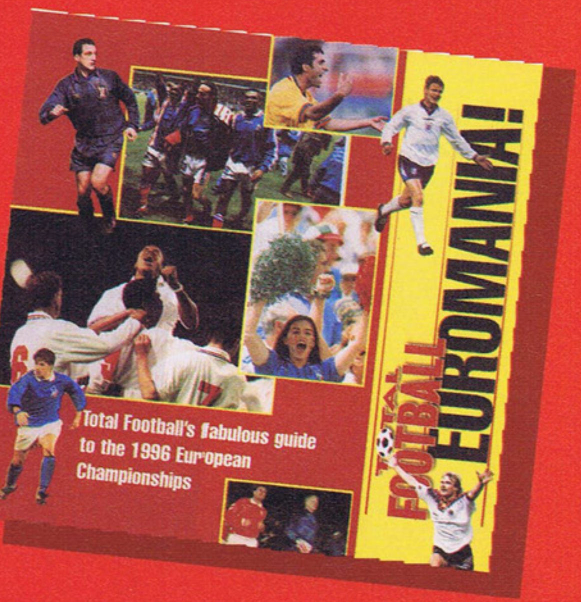
**EUROMANIA** is the fantastic **48-PAGE TOTAL FOOTBALL EURO '96** supplement including:

**ABUSE! FOOTY! BEER! TELLY! BETTING! SNACKS!**

**EXCLUSIVE** Geoff Hurst's ball: The REAL story! We reveal how Total Football started the **Tabloid War Of The Year!**

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Featuring Terry Venables ● How The Championship Was Won ● Gaz from Supergrass on Man U ● The Greatest Ever European Championship Matches ● Ally McCoist Gets Jock-ular ● Rob Lee Exclusive Interview ● Footy Totty ● Italian Sunday League ● Why Wales Are Crap ● Reviews ● Letters ● Euro-tunes ● Euro-cake ● Euro-ties ● Euro-bloody-everything! Phew!




TOTAL FOOTBALL

**SPECIAL ISSUE OUT NOW!**



# MailBag

Send your letters to: Letters To The Editor,
*Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

## YOUNG TALENT

I am 13 years old and working on a project to write a PD game. I am looking for a programmer and an artist to help them draw all the characters and background stuff. If anyone is interested then please write to:
101 Sole Farm Avenue,
Great Bookham,
Surrey KT23 3DG.
I would prefer if you were around my age and if you lived in Surrey.

*Sean Talbot*
*Surrey*

## DISKONTENT

I felt that I must write and complain about the distinct lack of information in the magazine regarding this months' Coverdisks. As I am on a 'restricted' budget, I cannot afford to buy magazines 'willy-nilly' and I was rather annoyed to say the least to find that both of the main programs on your coverdisks were "useless". Why were they useless? Coverdisk 84b – *AB 3DII* demo:

This was the main reason that I parted with £4.50 (apart from the magazine itself), but why oh why did you have to hide the system requirements in a millimetre high font on the Coverdisk? Come on *AF*, surely you could have put in the Coverdisk section that it required 4Mb of RAM! There was not one reference to the system requirements in a legible text anywhere in the magazine. Please, please, correct this in future... I like the magazine, but not enough to fork out £4.50 for the mag itself... [and so on]

*N P Rowe*
*Plymouth*

*Well, we applied the standard test in this situation – we held it up three feet in front of Graeme, who managed to read it perfectly at a distance of 1.5m (and he wasn't even wearing his glasses). The system requirements are always in the same place on the disk.*

*I'm sure there were a lot of readers who didn't have the necessary hardware to make use of this disk, but as it was such an important release, and since there was a full game on the other disk, we felt that it would be unfair to those people who could use this disk to deny them of it.*

*I long ago became resolved to the fact that our disks never please everybody. I would however, like to say that we do have to make considered judgements and we try to cater for everybody, but that is simply not always possible.*






Some people seem to have been disappointed that we bring you the best from the gaming world on our disks...

# Letter of the Month

## JUST REWARDS

**Just a quick note to say thanks for the excellent first *AFCD* and to pass on some advice to owners of a CD³² and a "conventional" Amiga. If you have Weird Science's network software you can view the *AFCD* through this set-up, although the larger file will cause a crash.**

**If you don't have this set-up, buy it soon, or the *Communicator III* from this very magazine, because I find this a most acceptable stop-gap until I can save up for a CD-ROM drive – although the appearance of the SX-32, with its parallel port and other useful features is currently a serious option.**

**I will say though, that the transfer of files onto my A1200 hard drive is slow through the serial port. It took three hours to transfer the commercial drawer and I wouldn't even recommend trying to transfer the 3D drawer, as it works out at around 100Mb every 24 hours.**

**Thanks again for this CD, it has persuaded me to subscribe for the CD version of *Amiga Format* so that I can receive more of the same every month.**

***P Casson***
***Bristol***

***Thanks very much for your excellent tips. Obviously, the best way to access the Amiga Format CD is to have a CD drive fitted to your Amiga, but we realise that not everyone has one or can afford one. That is why we ran a special offer in the last issue for a Squirrel CD-ROM from Hisoft.***

***I am glad that you are able to access the files though, and I'm sure your advice will help many other owners. If anyone else has any tips on how to get the best out of the Amiga Format CD, or you have more suggestions about what you'd like to see on it, please drop me a line and you too might be the lucky recipient of an exclusive AF sweatshirt.***

## AAAAARRRRGH!

I recently managed to scrape together enough cash to get myself an accelerator for my 1200. Since I'd got quite a lot of money, I decided to go the whole hog and get myself a Blizzard 1260. Wow! what a difference. *Alien Breed 3D* went from almost unplayable after level 8, to super smooth. Of course, it wasn't all smiles, as *Formula 1 Grand Prix* won't work at all and *Worms* is a pain in the behind to get going properly. That said, I'll get on with the real point of this letter.

Basically, now I've got a super fast Amiga, I'd like to get some games that will take advantage of it. Unfortunately two games that really would run fantastically have not appeared yet, and don't seem to be in a hurry to either. I speak of *TFX* and *First Encounters*. So here is the question *AF* Where are they?

*TFX* was previewed way back in the mists of time and was even reviewed in your excellent publication last year. Then....nothing. Not an electronic sausage has been heard from Ocean about...

Continued overleaf ➡




**Sim City 2000 – wouldn't it be damaging to the industry to see games like this put on magazine Coverdisks?**

**Knights of the Sky – far too good to be given away?**




*⬅ I'm sorry for butting in, James A Taylor of Swansea, but for the answer to your question, please see last month's* Amiga Format. *Or indeed the month before, or in fact, any of the approximately six issues where we have discussed this. Listen, this is Ocean's number, ring them: 0161-832 6633*

## BLAH BLAH, RANT, ETC.

I have subscribed to your publication for 18 months and prior to that bought it from the newsagents from Issue 38. [text has been heavily cut from this point on]

Rant, blah etc. Rant, rant.

3) I have subscribed for two years now, as we have heard in previous letters, there are less pages and more to pay etc., but what galls me is that my loyalty is not repayed. New subscribers are offered Organiser 2 (49.99) or Money Matters 4 (49.99), I am offered the big ZERO. Why??

4) Rant rant rant. Blah, rant rant etc.

5) Could you please not have any more *Doom* clones as I hate them, could we please have some older classic games if possible, this would keep those Victorian A500 owners happy, educate new A1200 owners what the Amiga was all about in the good old days and also maybe give the software houses as little pocket money.

Games such as:

*Knights of the Sky, Monkey Island, Sim City with the Editors, A Train*

I know I have moaned a lot but number 3 is a real bug bear of mine, as next time I will let my subscription lapse and then rejoin at your expense. Many thanks

**Simon D. Copestake** *(sorry I do not know my subs number as I am in work and it is 4.30am)*
**Liverpool**

*Sorry, had to cut you back a bit there. Ok, your first point is a very good one, and one that was dealt with last month, but it's worth going over again for the people who obviously don't pay attention.*

*Basically, you can use the form in the magazine to claim your free gift when you re-subscribe. Simply fill in your subs number on the form when you do so.*

*As the offers are subject to change, it is only possible to find out what current offers are from the latest issue of the mag.*

*In answer to your second point, there are a few things you haven't considered. The first and more obvious one is that* Monkey Island, Knights of the Sky *and many others come on*

**Continued overleaf ➡**

# OH

***Many of you obviously braved the crowds and trekked all the way to the recent World of Amiga show. Here is a collection of your thoughts:***

**"My son and I, both A1200 owners went to the World of Amiga Show last Saturday. The stands were great but the influx of people coming in as soon as the doors opened was tremendous and overshadowed what should have been a more relaxed and enjoyable experience. Instead everyone was pushed and jostled around the tiny hall that was the exhibitors arena.**

**We did manage to pick up some bargains in the form of RAM cards and a modem. On the whole we found the prices to be very good and trading to be fair. Most standholders had their prices clearly marked and with those there was no problem. We witnessed and experienced two instances however, where staff at stands with no prices visibly displayed, charged erratically. The whole atmosphere at these two stands was sadly one of being ripped off. We still enjoyed the show, there was a brilliant atmosphere, staff were happy and chatty and all in all it was a good day. I am sure that a lot of people have learned some helpful lessons for the next show and last but certainly not least, the Amiga and it's fans are definitely not dead!"**
***Frank Szafran***
***Hull***

**"We joined a queue a few metres from the door and slowly made progress until the queue just stopped. We found out that Amiga Technologies had underestimated the number of people who would turn up, there were now two or three hundred people waiting outside the hall with all the allocated people in, that is the**

# The Gallery

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## BIKE

*By Mark Duffill*

**We were really impressed with Mark's pictures of motorbikes, which is why we've included two of them this month**



# WHAT A CIRCUS!

second bad point. We got talking to a couple of others in the queue who were friendly; one of them had come from Portugal to go to the show. That is the first good point, everyone was friendly, even giving advice to each other about which CD-ROM's are worth buying.

Secondly, there were some good bargains with a lot of large hard drives at very cheap prices. I managed to get a Quad speed IDE CD-ROM drive from Siren for £150 and a 4Mb RAM-8 card from Wizard for £80. There were some great things on show including the Squirrel MPEG and Surf Squirrel, *Alien Breed 3D II*, and quite a few Amigas to play around with. It was also a chance to go star spotting including David Pleasance and of course yourself Nick. Generally, it was an enjoyable, even if a little crushed, day out."

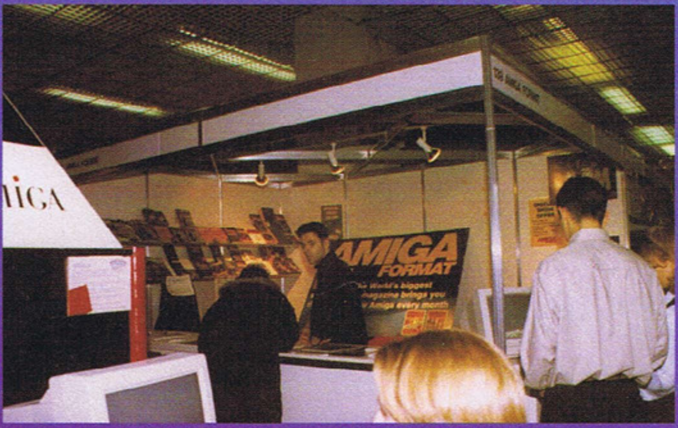
*Martin Garratt*

"what happened to the events advertised for the show that just were not there. I refer here to the "Games Arcade", the "Competitions Galore", and of course, the almost non existent "Presentation Theatre". Please do not tell me that the games arcade was actually meant to be the Team 17 stand running *AB3D II*? Or even the Power Computing stand running *Breathless?* (or whatever was running on the A1200 on the Future Publishing stand – I could not get close enough to see, too many people!). And what about Amiga users like myself, who went there with one thing in mind: spend money on some decent software?

There were no stands there that I could see selling new Amiga games, or serious Amiga software. Okay, so I did get *Photogenics* for £30 (bargain!) and for the same amount I could have got *Opus 5*, but that was about it.

In summing up then, the show wasn't a patch on past Amiga shows and a real let down to some of us. I only hope that Amiga Technologies and the shows organisers realise this and improve it all by 200% for next year – that is if there is a show next year."

*Keith Elcombe*




This World of Amiga show seems to have been just a bit too popular according to most of the letters we have received.



"Let those that were not here call themselves accursed" as Shakespeare might have put it – the turnout of dealers and developers was not so overwhelming.

"A friend and I made our way from sunny South Wales to the Novotel in Hammersmith for the "World of Amiga" show. It was the first time my friend had been to a computer show and I had regaled him with tales of the wonderful hardware and software bargains that could be had, the product demo's etc etc. Unfortunately, once inside, all optimism evaporated. The exhibition area was woefully small and the number of exhibitors pathetic. Whilst I'll give full credit to those who were there (although I have some reservations regarding Gasteiner's "Sold as Seen – No Warranty" sales pitch), I must ask where were the rest, notably Silica and Blittersoft who were actually shown in the advertising blurb?"

*Mark Williams*

"...apart from being, I suppose understandably small, I thought the show was really good. It was nice to see that even though some "leading brand" people didn't bother coming (whither Silica, Harwoods, Blittersoft?) all the mags were there to support the Amiga (except I didn't see an AUI stand – are they still going?) and Amiga Technologies put on a good show within the confines of the space they had."

*David Green*

"...where is the bar?"

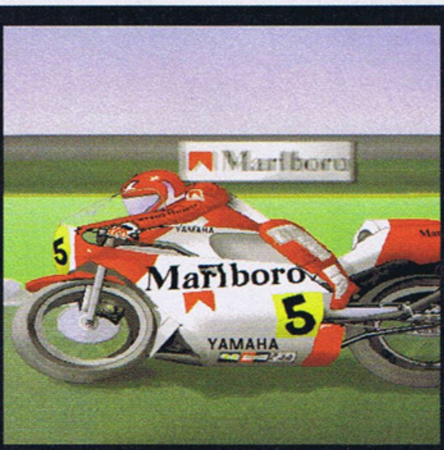
*Darren Irvine*

*Well, it was a shame that so many of the exhibitors didn't share our view that a large number of Amiga faithful would turn up. More exhibitors would have meant more space for the whole exhibition.*

*We all thought that it was a great opportunity for Amiga owners to meet Amiga Technologies and converse with each other on diverse topics such as "who would buy anything that looked like that?" or "where is the cheapest '060 card?".*

*Although overcrowding did become a problem, it was certainly a busy day for AF. All the staff are sorry if we didn't get to talk to everyone, but there were just too many of you!*

*Hopefully the success of this show will provide the foundation for another, bigger show in the future. AF will certainly bethere, and we hope you can make it too.*




**BIKE RACING** *By Mark Duffill*

Mark sent this and a selection of other pictures equally as good



**SCARLET MACKAWS** *By Stuart Le Grice*

These beautiful birds were drawn using *DPaint 3*



**A QUIET MOMENT** *By Richard Lagrue*

Richard created this on his A500 using *DPaint 3* in Lo-Res and 64 shades of grey.

*several disks so they simply wouldn't fit.*

*Secondly, there has, for many years a "gentleman's agreement" between magazine publishers, not to put full commercial games on the Coverdisks of Amiga (or PC or Mac) mags.*

*The reasoning behind this is that giving away software harms the games industry, because people can simply buy magazines and get games cheaply. Obviously, some companies are more gentlemanly than others. Some magazines have already been breaking this agreement, so it will be interesting to see what happens.*

## NETTED, NOT NOTTED

Has the *Amiga Format* metamorphosed into the chameleon species called Amiga Internet Monthly. In April's edition there were a total of nine pages devoted to the net, and believe it or not some Amiga nuts do have a life outside their 'girlfriend' and its' endless Black Widow's web.

There are plenty of devoted mags out there, so try and leave it to .net mag etc.

***Mark Saunders***
***Lancs***

*Very well. Just for you we will deprive everybody who is interested in the Internet and never run anything about it again. Spoilsport.*

*On second thoughts, no we won't. So, because we have a regular Amiga.net column and we have done one feature on it, we are overdoing it. Well, I'm sorry, but you're out of order. Last month we had about nine pages on CDs (more, if you count the round-up) and I expect if you don't have a CD, you'll be complaining about that.*




**Nine pages devoted to the Internet does not seem excessive. It's a vitally important area if the Amiga intends to continue into the next century.**

## INNOCENT PARTY

I am writing in response to a letter that you published in the March issue of *Amiga Format* from Andy McDonnell. To make HMV's position regarding Amiga software clear. The problem that Mr McDonnell rightly underlined is unfortunately, beyond our control, it does not lie with the retailer but with the software houses and suppliers within the Amiga market. We endeavour to stock a full range of Amiga products in all of our stores and will certainly back the format for as long as new quality releases are produced. This is becoming more and more difficult to do as more and more software houses opt for the PC as their main focus. We can only sell the products the publishers give us to sell. We are not in a position to force the likes LucasArts to produce *Dark Forces* or *TIE Fighter* for the Amiga.

***Darren Newnham***
***Games Buyer HMV***

## THE LOVEABLE HOOVER

**Well, I am pleased that Amiga Technologies have taken steps forward and come up with a decent Amiga design. I know that the new Amiga exterior design is just a concept but unfortunately my living room is not a vacuum cleaner showroom. I would like to inform Amiga Tech. that MY LIVING ROOM DOES NOT CONTAIN CARPET CLEANING EQUIPMENT! There is nothing wrong with a big box design like the A4000 which can comfortably support a monitor, if you want it to fit in why not give it a CDTV style design, but don't you think that the 'fitting in' design of the CDTV, CDI and PCTV was a bit of a mistake? All failed miserably (and continue to do so).**

**Away from the exterior design gripes may I shout thank you in an excited voice for the inclusion of a hard disk, a high density floppy drive, a CD-ROM of decent speed and decent memory, there is hope for the Amiga yet.**

**I would just like to finish and say that the inclusion of a 3D graphics card would be a wise step, as all the 'next generation' consoles include them. 3D cards are emerging on the PC as well. Shouldn't we follow suit? I have yet to see any 3D games running at a decent rate on an Amiga at the type of resolutions and screen sizes seen on the previously mentioned mind-rottingly useless console things.**

**Also, will Sound-Blaster cards (of the 16-bit+ wavetable MIDI sounds variety) be made to work in the new Amiga with the correct drivers? This is one inclusion that could interest some of the big third party developers from the PC market.**

***James Tunnicliffe***
***Hull***




**The 'CarpetWalker'. Adrian Cole from Runcorn sent us this interesting advert for the new machine. Whether it will ever be manufactured remains to be seen.**

**As one of your older readers I can remember this machine when you could get the Light Programme on the left hand side of the dial. I like being a computer nerd and I don't mind if my visitors know and anyway how can you balance a monitor or tea mug on top of it? Is this a ploy to sell high profit extras, such as monitor stands and mug holders? Last week I spotted an Amiga Magic pack in Tandy's window in Ayr. I think I deserve a prize for observation, for although the pack was in the centre of the window at eye level, it had two radio cassette type things partly obscuring it and each had an A5 size card with their details covering even more of the box.**

**To add insult to injury there was no card to describe the Amiga or any indication of price. Surely as the trend in the shops, judging by this and other readers experiences, seems to be to ignore the Amiga, the last thing we want is a machine that blends in with other Hi-Fi toys. How do they expect businesses to take the Amiga seriously when it looks like a nostalgic copy of a 1950s wireless? It doesn't matter, to the general public, how good the technology is, if it doesn't look right, no-one will buy it.**

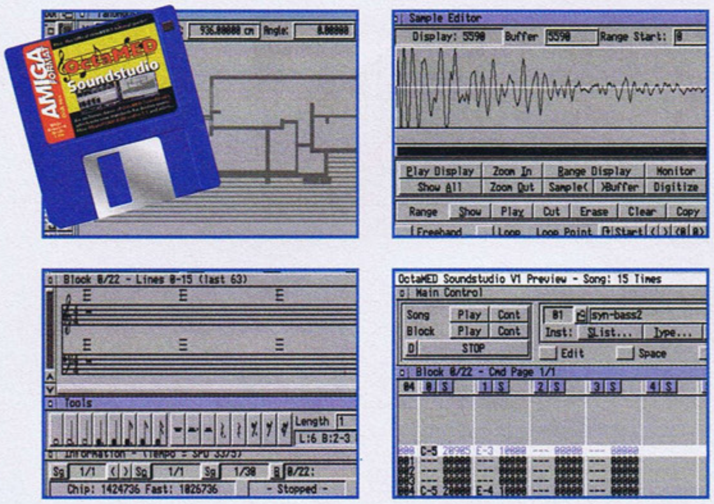
***Angus Blair***
***Ayrshire***

**So the new Amiga is going to look like a pensioned-off "scutter from 'Red Dwarf'"? Ok, I can live with that. But in black and silver to blend in with the living room? Black and silver will stand out like an elephant at a mouse convention – why not be bold and do cases in different colours – even transparent – that would truly fit into the decor. Why not, like DJ mixer manufacturers, do 'limited editions' in camoflauge (for the war game fans), with football club stickers (for the footie fans), on car badge stickers (for the F1 fanatics) – It could become a design icon, something which no PC will ever do! Finally, if the case is brightly coloured, Escom will not find it so easy to hide it in their shops and generally ignore it, as is now the case with the A1200.**

***D Griffith***
***Cheltenham***

***Well, opinion is divided on the design, but perhaps it will be more interesting to see if and when the machines will be actually launched, given the recent news events. However, I hope you have read the news piece in this issue about Phase 5 – I'm sure their machine won't look like a vacuum-cleaner.***

# AMIGA FORMAT COVERDISKS



A demo of the new ***OctaMED Soundstudio***, the full ***OctaMED 5*** tutorial, ***EdwordPro 5.5*** and ***MagnifiCAD***.



**The exclusive demo of *XP8* will keep the trigger happy content, while *Breed 96* caters for the more strategically minded.**

# XP8





Shoot everything, collect power ups and shoot some more. Especially satellite dishes. Left: Watch out for the frightening, floating apparitions of Nick Veitch.

After Steve Bradley awarded this new shoot-em-up 85% last issue, we chased the programmers to create a special demo just for *AF* readers. *XP8* is a classic shoot-em-up. You control a space ship in this vertically scrolling game and the enemy attacks in waves. All you need to do is shoot everything. The actual objective is to destroy five communication dishes. Power ups appear from underneath buildings that you destroy and one tip is to make use of the barrels marked with a radioactive sign. Shooting these will destroy all ground forces on the screen – especially useful when three of the dishes are lined up next to each other.

When you gather power ups, you can swap between weapons by pressing the space bar. There is an options screen at the beginning of the demo that allows you to change many of the game's parameters like difficulty, weapon intensity and shield integrity.

This demo has been specially created for *AF* – watch out for the waves of Nick Veitch aliens half way through! You can get the full game for £19.99 from Weathermine Software, 50 Talleforth Road, Ashtead, Surrey, KT21 2PY.

A massive demo of the new shoot-em-up and a new shareware game that's taken the PD world by storm. **David Taylor** leads the way.

# BREED 96 (V1.3)



Not only a shareware game that's really good, but written in AMOS as well!



Aliens inhabit other planets so you need to get into space as quickly as possible.



Build enough habitation modules to allow your colony to grow large enough.

Imagine a cross between *Civilisation, Dune 2, K240* and *Sim City*. *Breed 96* is a fantastic strategy game that won our PD selection of the month last issue. You can play one of four races and the aim of the game is to colonise your planet and build enough forces to overcome the other races.

Other races will also be attempting to conquer each other and your planet. You can strike up alliances and trade with them, but if you do, your allies may request your help against attacking enemies. The advantage is that they'll also come to your aid if you're attacked.

You start the game on an empty planet with the ability to build a variety of centres. In order to advance your race, you must research other structures that you will then be able to add to your colony. Research is made by clicking on the second button along.

The button on the very left is for choosing buildings and placing them on the planet surface. When you select a building, the outline will appear on the planet and you can choose where to place it. When you are planning your colony, you should note that you will need to run roads through the colony and that repair robots need a thickness of two squares to be able to pass between them. If you want to cancel placing a building you have selected, press the Escape button.

To start your colony, you need to place a power station, a food generator and a residential dome. Power stations can power up to about 18 buildings, while food generators can supply food for around ten residential domes. Each dome holds 50 people. Your colony will expand quite rapidly, so make sure that you have enough domes to cope.

As time goes by, you will discover other worlds and develop relations with aliens, but remember to keep your colony in order with adequate commerce centres and law enforcement. You can manufacture space ships that can trade or attack other worlds.

The game can be saved at any point by clicking on the Save game button in the options screen. For this operation, you must make sure your disk is write-enabled (i.e. the disk tab is down). There are many other screens for you to explore and many other game features too.

Note that you cannot colonise other planets in this version, so space stations are of no use. In order to colonise other worlds, you need to register the game, which costs $20 Australian (about £10) or $25 Australian (about £13) if you are sending a cheque in foreign currency. The registered version has scenario settings (like missions), different game difficulties, more intelligent aliens and even more. Registration is available from the author at: Damian Tarnawsky, 4/5 King Street, Raymond Terrace, NSW Australia 2324.

More details about the game and registration can be found in the documents.

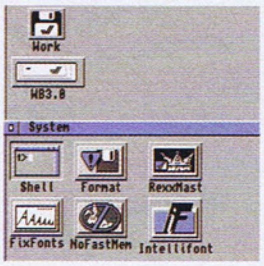
## IMPORTANT! READ ME FIRST! INSTALLATION

In order to fit these two great games on the disk, we've had to archive them. Unpacking them is done automatically, but you do need two spare disks. These disks must be pre-formatted by you and be completely empty. Note that the *XP8* disk must be FFS, which is the Workbench 2 type disk that holds 878K. Information about formatting a disk can be found in your Workbench manual. Workbench 2 and above owners can simply boot the Coverdisk and follow the instructions from there, inserting the empty disks when asked. If you have a Workbench 1.3 machine, you need to boot your Workbench and then insert the Coverdisk. Open the disk and double click on the Install icon. You will need to insert the spare disk when asked.

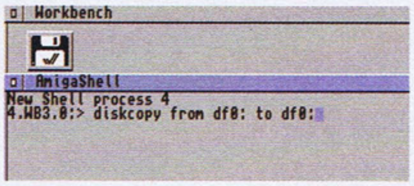
Note that you need an A1200 to play *XP8*. It can be auto-booted, but *Breed 96* requires you to boot your Workbench disk to play it. (There are instructions in the game's docs about how to create an auto-booting game disk.)

## BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

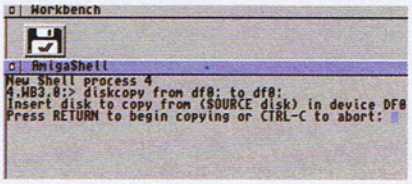



**1** Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

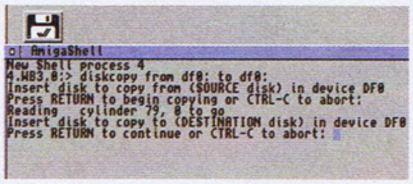



**2** Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

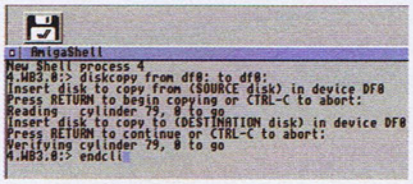
DISKCOPY FROM DF0: TO DF0:




**3** When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.




**4** Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.




**5** On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

## DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

*Amiga Format* (insert name of disk)
TIB PLC
TIB House
11 Edward Street
Bradford BD4 7BH




**_OctaMED_ has been with the Amiga for as long as most of us can remember. David Taylor introduces the new version which promises to revolutionise Amiga music.**

## OCTAMED SOUNDSTUDIO

The Amiga's favourite music program will not see version seven. Instead, we're getting a whole new package named *Soundstudio.* It offers some remarkable developments such as up to 64 independent audio channels and 14-bit playback through the Amiga's standard hardware! This month, we're very pleased to be able to let you sample the program's delights (excuse the pun) with an exclusive demo.

The most significant of the new features is the mixing routine. Instead of the old 4-channel mode which was tightly tied to the audio hardware of the Amiga, the mixing routine is hardware-independent, and can use several output options. Supported output devices are Amiga (8- and 14-bit), Toccata (16-bit), Maestix (16-bit) and Delfina (16-bit). It's also possible to record digital sound data directly onto disk at the desired resolution (8/16) and sampling frequency.

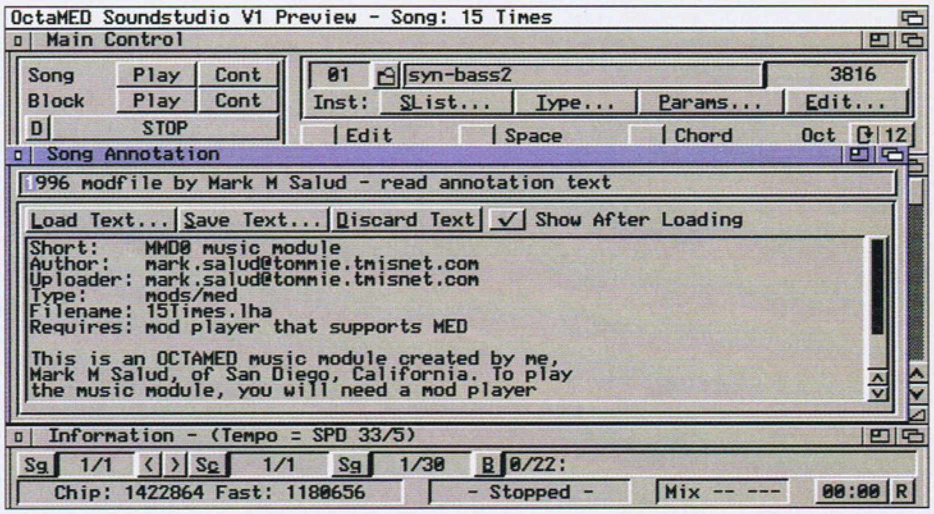
Based on the mixing technique used in five to eight channel mode, the new Mix channel mode can play 64 notes at once using the normal Amiga sound capabilities! You can also bring your song to life with effects such as echo, and use it to record part of your song direct to disk as a sample.

As well as all the advantages of the last version of *OctaMED,* there are masses of other improvements too. The notation editor, which didn't appear in version six, has returned considerably enhanced and now includes up to 16 staves. There's a new window which allows you to do powerful search and replace operations on notes, instrument numbers, commands or any combination!

Note that in order to run the annotation editor, you must copy the font from the fonts drawer on the disk to your fonts directory on your Workbench disk.

A much more comprehensive list of new features can be found on the disk in the readme file. Also on the disk, you'll find two modules that have been converted to play back in the new 14-bit mode and also a couple of samples for you to try out within the demo.

The demo is save disabled, but you can get more information or an upgrade to *OctaMED Soundstudio* from RBF Software. Their address is: RBF Software (OSSV1), 169 Dale Valley Road, Southampton, SO16 6QX or you can visit their WWW site at:
http://www.compulink.co.uk/~octamed/ or
E-mail rbfsoft@cix.compulink.co.uk.
A telephone answering service is also available on: 01703 785680.
Upgrade prices are set at £35 for registered *OctaMED 6* users and £70 full price.




**When you load the demo of *OctaMED SoundStudio,* you can load in two demo modules and the program will display a small file giving you information about the module.**

## OCTAMED 5 TUTORIAL

In addition to the *Soundstudio* demo, we also have the official tutorial guide to *OctaMED 5.* This is simply an extensive amigaguide that you can work through as a guide to the features of the program. If you're an *OctaMED* user, then this guide is heaven sent.

If you don't have *OctaMED 5,* then you can obtain it from this month's Cover CD which contains the full package. If you've got the CD version that is. Sorry, but there wasn't room to include it on the floppy.

## MAGNIFICAD

Computer aided design is an excellent way for your Amiga to help you plan out projects. *MagnifiCAD* is a very accessible program that allows you to use its features and tools to plan out 2D designs. You could create a house floorplan, that can be made on several levels, or design an office or any other room for that matter. It can output DXF files for use in other design packages.

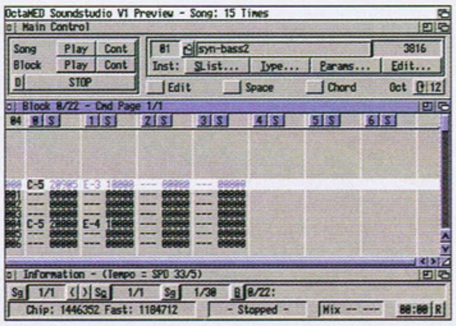
*MagnifiCAD* allows the use of four different types of drawing elements: polylines, arcs, text and symbols.

The polylines and the arcs are the common drawing elements and they are the real elements that make up a design. The other two types, text and symbols, play a supporting role in a drawing.

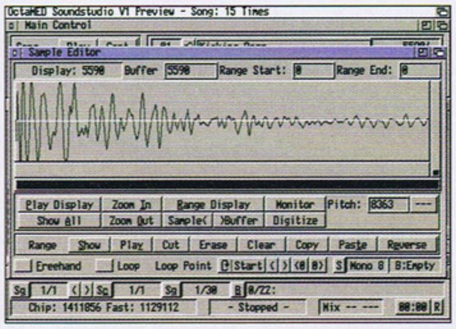
A polyline is a series of connected line segments, and may be open or closed. A polyline may consist of only one line segment. A special polyline type, the rectangle, is constrained to preserve its rectangular shape.

An arc is represented by the parameters that are used to generate it, not by line segments such as in polylines. An arc can be open (a partial circle) or closed (a full circle or ellipse). Text elements consist of a character string and can only be placed horizontally.

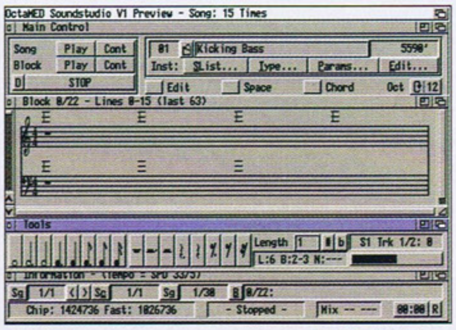
Symbols are elements composed of several



**The form might look familiar to *OctaMED* users, but you'll soon see that there are many additions.**

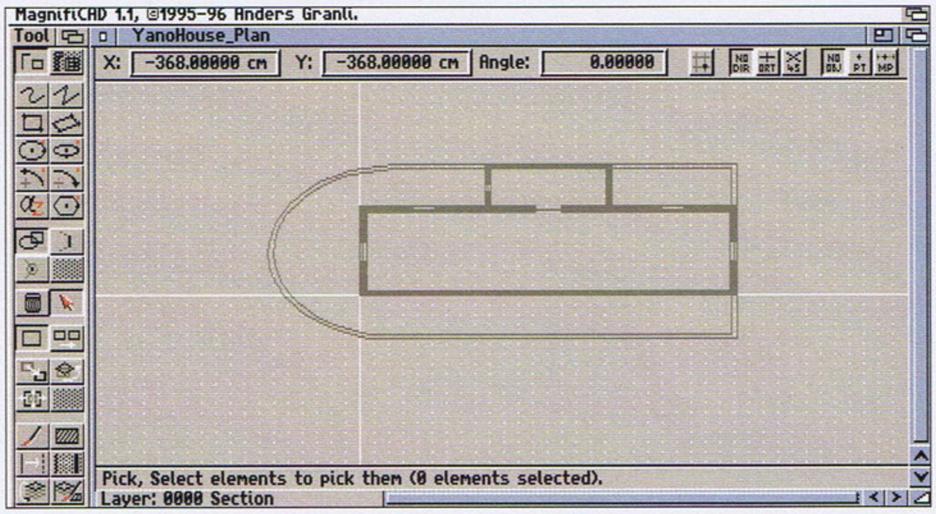


**There is a built-in Sample editor to allow you to mess around with the samples themselves.**

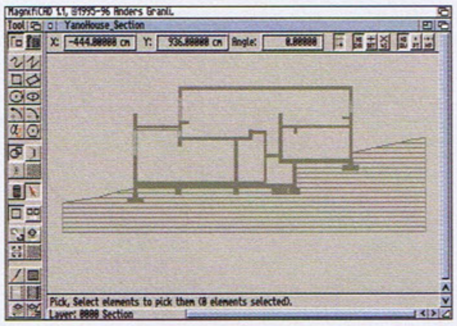


**Heh, heh! You can even compose on *OctaMED* using the standard set of notes.**

# OctaMED Soundstudio




**MagnifiCAD is a computer aided design program and you can see how many tools are available by viewing the toolbar down the left hand side. The whole thing is laid out in the way standard paint programs are.**



**You can now design multiple layers of 2D plans and have your house redesigned in minutes!**

other elements and are useful for repetitions. When the symbols are created, they are placed in a library of symbols, from which they may be retrieved and repeatedly placed in a drawing as many times as necessary.

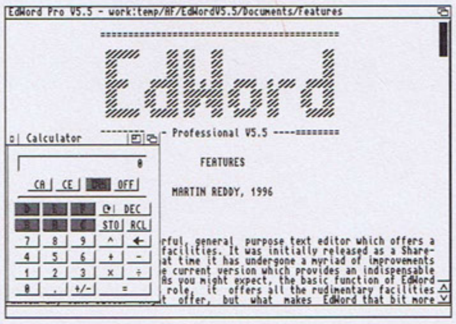
*MagnifiCAD* requires Workbench 3 and is shareware – read the docs for the registration details.

## EDWORDPRO 5.5

*Edword* has long been popular with Amiga owners as a replacement text editor for *Ed*, the rather lacklustre editor that comes with Workbench. While perfectly capable of producing letters and much longer documents, *Edword* really shines when you are creating AmigaDOS scripts or the like. It is a package that is teaming with features, including all the obvious ones like find/replace. It also has a calculator with many functions that can be called (the calculator, incidentally, can also be used standalone from Workbench) and the program supports ARexx too. The ARexx interface has 24 new commands including FindFile, GotoDoc, SetMargin and GetInput. There are many scripts supplied with ones to re-format text to margins as well as left, right or fully justified blocks of text.

In addition, you can record and playback your own macros so that repetitive tasks become simple. This is brilliant for multiple documents on which you need to perform the same set of functions. These macros can be saved and loaded back in for future use.

Among its main new features are an auto-complete function where the program will automatically try to complete a word based on a loaded Keyword file. This function is enabled by pressing Alt and the space bar. For programmers there is a Find Function facility to locate functions and procedures within source code. The editor itself can now be opened on any Public Screen as well as on its own and a Help menu has been added too.



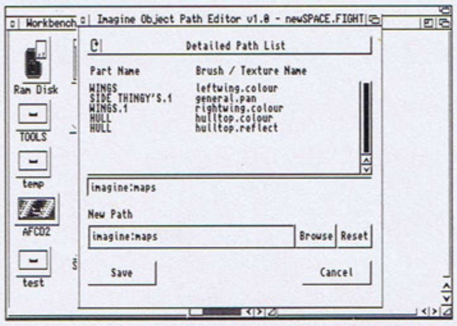

***EdWordPro* has many features including this excellent calculator for quick sums.**

This program is also shareware and you should read its documentation for more information.

## IOP EDITOR

*Imagine* users will know that whenever you get a new object, it's almost always got a path attached to it for textures that either aren't on your machine or are in a different place to the one the object expects.

*IOP Editor* makes it easy to identify these and to change them to one that suits you quickly. The program's features are all easily accessible from an obvious graphical user interface.




**The *Imagine* Path Editor allows you to edit the paths to textures assigned to objects very easily.**

## INSTALLATION

**The software on this disk has been archived to fit it all on. You require a WB2 machine to de-archive them. All you need to do is boot the Coverdisk by inserting it in the internal drive (df0:) and turning your Amiga on. You need three spare disks to install to, but they do not need to be pre-formatted as the disk will do this automatically for you. Simply follow the on-screen instructions and choose the disk you want to install. The programs can be installed directly to a hard drive, but it is suggested that you create a test directory to install to so that you can easily remove the programs should you want to. If you have a PCMCIA or SCSI drive that is not accessible on boot-up, load up Workbench and then insert the Coverdisk. There is an Install icon on the disk that will let you install everything to a hard drive from there. Note that in order to run the annotation editor, you must copy the font from the fonts drawer on the disk to your fonts directory on your Workbench disk. In order to see the fonts drawer, you must select the "Show all files" menu item from the Window menu on Workbench. All the contents of this drawer must be copied.**

# AMIGA FORMAT COVER CD

**Welcome to yet another *Amiga Format* Cover CD. We have, as you would expect, another disc full of images, animations, PD, Licenceware and a whole load of other excellent material.**

## COMMERCIAL SOFTWARE

**CanDo** is a rather excellent package, designed to help you create your own applications and presentations quickly and easily. It does this job so well in fact, that we used version 3 to create the GUI interface for the CD.

### ATTENTION CD32 OWNERS!

**Due to last minute technicalities, this disk will not boot directly from CD-ROM. Most files and software are usable if you have a mouse and external floppy drive though. We apologise and we hope to have sorted this problem out in time for the next issue.**

Version 2.5 is installed on the CD and is ready to run (make sure you run the assign program first though!).

Using *CanDo* is fairly straightforward, and there are plenty of examples on the CD to get you started. The important thing to remember is to click on the "Browse" mode in the *CanDo* panel to use the applications, and to use the Design mode to add new buttons, scripts, sounds or whatever. Hopefully we will be able to do a special deal for manuals in the next issue of *Amiga Format*.

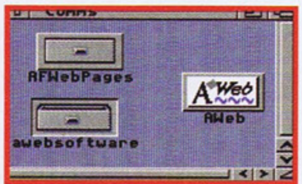
If you would like to get hold of the latest version, you will find details of the upgrade offer on the actual CD.

**OctaMED**

Possibly the best known sound tracker program ever, the CD contains the full commercial release version 5.0. *OctaMED* enables anyone, with or without any musical knowledge (or indeed, talent) to come up with some cracking tunes. It can be a little daunting to use at first, but don't worry, because we've also included the giant Amiga.guide official tutorial for this version to get you started.

If you like what you see, it would probably be a good idea to check out the Demo drawer on the CD as well, where you will find a demo version of *Soundstudio*, which is essentially, a vastly improved version of *OctaMED*.

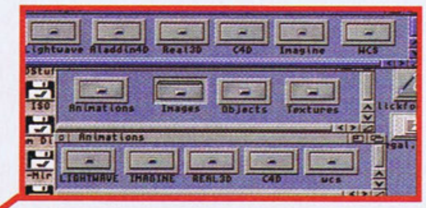
## PLACES TO GO WITH YOUR CD-ROM



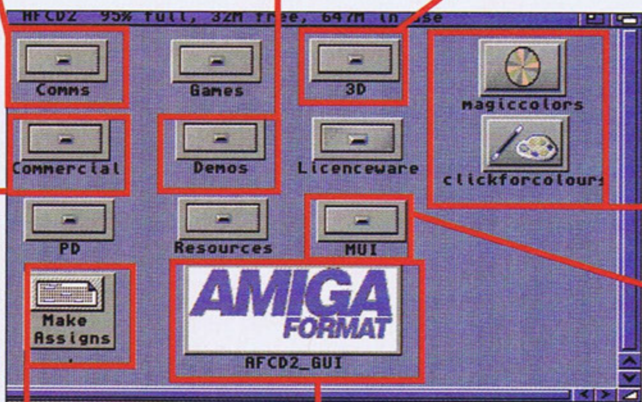

**The comms drawer contains the latest shareware version of the increasingly popular *AWeb* browsing software. You will also find a drawer full of useful PD and shareware, and also the software which allows you to take advantage of our fabulous Internet offer (see the opposite page for some more details).**

**There are plenty of demos of commercial software and CDs tucked away on the disk. We have an excellent demo of Optonica's *MMExperience*,**

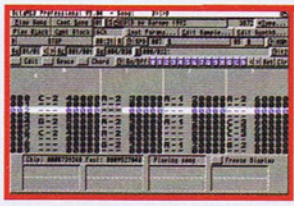



**You will find the 3D directory stuffed full of images, animations,objects and textures suitable for use with all the major rendering packages, including *Real 3D, Lightwave, Imagine* and *Cinema 4D*. Most of the animations are in HAM8 mode, but there are some surprisingly good 16-colour anims suitable for any machine – check out the cave drawer to find out what can be achieved on an original chipset machine.**



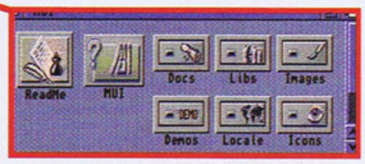

**Double-clicking on these two icons will set the correct screen depth and palette to display *Magic Workbench* style icons. You don't have to click on them to use the disc (it will take up slightly more Chip RAM), but it will make things a bit prettier. Oh, and thanks to the excellent *AGA Experience* disc, where we nicked the scripts from in the first place.**



**This month you will find a full version of *CanDo 2.5*, the multimedia authoring software and the full release version of *OctaMED 5*, including the official Amiga.guide tutorial document. Upgrade offers for this software are included on the CD.**

**Please double-click on this before you try and access anything else on the CD, or the chances are you'll get some sort of error message.**

**To help you around the CD, we have developed an excellent graphical front-end, which will allow you to view many of the images and animations present on this disc. You will need an AGA Amiga though.**




**Some of the software on the disk requires the excellent *MUI* system by Stefan Stuntz to work. We have included a version on the disk, but to avoid unnecessary memory usage, you will have to run it as and when you need it and remember to execute the assigns script first. Remember that *MUI* is shareware, and if you continue to use it, you must register with the author.**

## FIRSTNET SOFTWARE

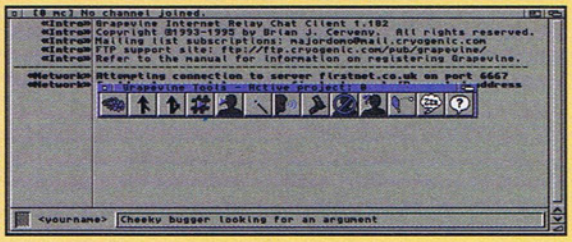
Due to sustained media hype, just about every computer-owner has probably considered connecting their machine to the Internet. However most are put off by the complexity of configuring the necessary software, not to mention finding an ISP (Internet Service Provider) that knows anything about the Amiga. Well this month could be your lucky month because we're giving you the chance to sample the delights of the Internet for free for a whole month. After this free period you will be charged £12.50 per month if you live in the Leeds area or £15.00 elsewhere in mainland Britain.

All the software you need is in the FirstNet drawer of the comms directory and includes email software and a web-browser. All you need to do is call FirstNet on 0113 294 4224 and they will sort out your user name and password and provide any further information you need. Be prepared to give them your Access or Visa card number when you call as they will need this. Don't worry it's a standard procedure and you won't be charged unless you use the service after the one month trial which starts after your call. Once you're on-line though, don't give out your number to anyone.

To install the software, including a demo version of *AmiTCP 4*, double-click on the install icon. If the install script asks you to choose the names of your boot and main disks, don't panic if yours are called something else – simply assign them using Shell with a similar line to the following; `Assign DH0: yourdrive:` where your drive is the name of your boot partition. Do the same thing if your main partition is not called Work, but substitute DH0: for DH1:




**Install the software and a quick phone call later you'll be browsing the web.**



**Make friends, or in Graeme's case, enemies, all over the world with Grapevine and Internet Relay Chat.**

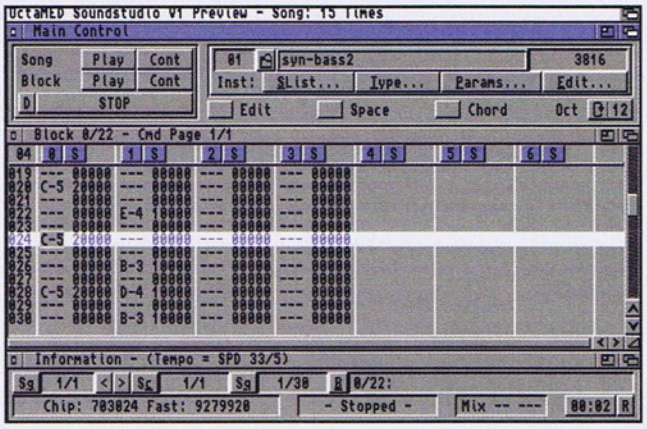
## LICENCEWARE

There are over twenty Licenceware titles from the ProSoft and 5D libraries this month. Among them you will find useful programs such as *ProGreyhounds* (which Linda didn't need when she went to the dogs), several games, a pools predictor and an assortment of Lottery programs

## GAMES

It's another veritable games fest this month with indispensables such as the latest version of *Breed'96*, the rather tremendous *Super Foul Egg*, the quite astounding if you stop to think about it *Alien Bash 2* and the just plain bizarre *Train Driver* – a remarkably lifelike simulation of BR's amazing rail network.

If you have ever wondered what it's like to drive the 10SR from London to Carlisle you now have the opportunity to find out. The simulation even includes the AWS system, which prevents you from speeding through yellow signals into the back of the Edinburgh sleeper, although you can still turn off the warnings and speed through stations doing a ton. It is well worth a look, just so you can say that you've done it.

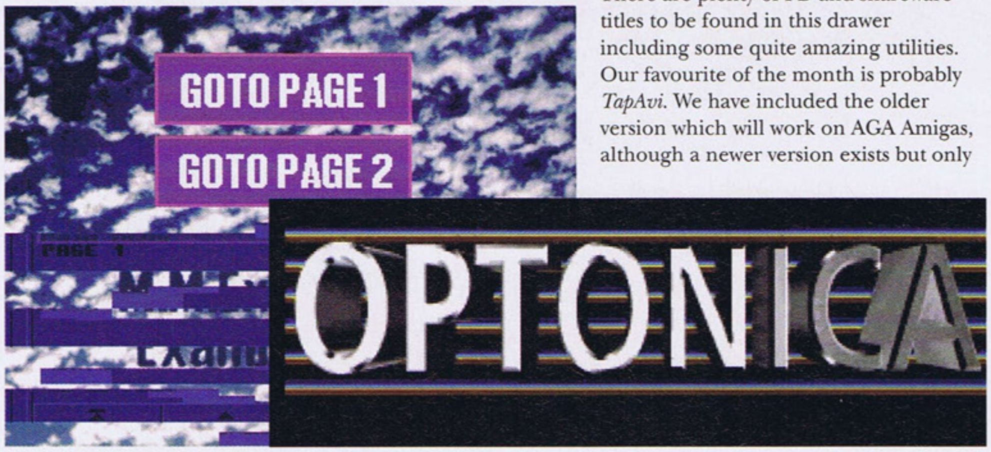



**You will find the demo version of *OctaMED Soundstudio* in the Demos drawer.**

You will also find some commercial demos in the games section, both of released titles such as *Slam Tilt* and *XP8*, and the upcoming *Alien Breed 3DII* and *Capital Punishment*.

We have included the '060 update for *Breathless* and a saved game editor for *SWOS* ( but don't you dare come running to us if you accidentally turn Yeboah into Beardsley).

**Another demo on this month's CD is the rather useful *MMExperience* from Optonica.**




## PD

There are plenty of PD and shareware titles to be found in this drawer including some quite amazing utilities. Our favourite of the month is probably *TapAvi*. We have included the older version which will work on AGA Amigas, although a newer version exists but only for owners of the Picasso card.

There are some demo AVI files in the examples drawer taken from the latest season of *Babylon5* – they're great with the volume up.

You will also find the rather controversial but incredibly powerful Mac emulator, *Shapeshifter*. Obviously we cannot distribute the Mac ROM image or the system software on disc, but the complete distributable archive is there, ready for use.

Obviously, we have also included the very latest version of *Virus Checker* to protect your disks from unwanted visitors. Make sure you use it!

## DISC NOT WORKING?

**If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self addressed envelope. Return postage will be paid.**

**Ablex Audio Video Limited, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR**

**A CD should only need replacing if the CD itself cannot be read. If, instead you are experiencing problems with an individual demo or application phone our technical support line. This is open between the hours of 9.30am and 6.00pm from Monday to Friday. Tel: 01225 442244. Fax: 01225 732279. Email: support@futurenet.co.uk**

**Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.**

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* special offer: £1 off if you order 5 or more PD disks

## MUSIC

M002 MICHAEL JACKSON - song BAD
M003 DO THE BART MAN
M005 100 C64 TUNES (not A1200)
M006 BAT-DANCE REMIXED
M017 GUNS & ROSES - You're Crazy
M018 THE XMAS SONG (disk) very funny
M025 MONEY FOR NOTHING - DIRE STRAITS hit song
M027 BLUES HOUSE (2 disks)
M084 C64 GAMES MUSIC
M115 MAHONEY & KAKTUS 2 - 40 tunes compilation
M125 ADAMS FAMILY
M147 BANGLES - Walk Like An Egyptian
M150 TIFFANY - I Think We're Alone Now
M171 MADONNA - Like a Virgin
M173 JANET JACKSON - Rhythm Nation
M177 PET SHOP BOYS
M184 SAM FOX - Please Me
M186 MADONNA - Like a Virgin
M188 JOE Le TAXI
M189 MICHAEL JACKSON Smooth Criminal
M194 JESUS ON E'S (2 disks)
M205 RAVE - more Rave
M262 A TO Z OF C64 GAMES MUSIC (4) brilliant
M314 DICK TRACY (Madonna) (2)
M335 STAR TREK & STAR TREK NEXT GENERATION (2)

## PRINTER MANAGER

U427 PRINTER STUDIO excellent print results
U599 PRINTER TOOL includes typewriter, spooler etc
U792 PRINT LABELS print disk labels/banners
U793 STAR PRINTER STUDIO for all star printers
U794 SEIKOS STUDIO for all Seiko printers. More specific printer driver for the above printer
U733 PANASONIC STUDIO - 9 & 24 pin printer driver & util.
U734 CANON PRINTER STUDIO not A500 (1.3)
U735 PRINTER STAR 24/200 FONT DESIGNER - shareware
U782 CITIZEN PRINTER MANAGER for all Citizen printer owners containing many useful printer utils & drivers
U884 CANON PRINTER STUDIO for all models for use with Canon printers
U757 150+ PRINTER DRIVERS largest collection

## VIDEO TITLERS & VIDEO TOOLS

U181 VIDEO NOTE database for your video collection
U431 VIDEO APPLICATION (2 disks) many video titler prog
U250 VIDEO TOOL (3) loads of video utils. Recommended
U964 TELESUBTITLE new video titler
U965 VIDEO MAXE V4.33 The latest in video
U352 DESKTOP VIDEO 1 & 2 (best video titler tool) cataloguing system. Dozens of functions
U671 TELE TITLE 2 - Great new VIDEOS titler
U513 VIDEO TITLER (2 disks) more VIDEO TITLER - BEST
U920 TELESCROLL 2 (not WB1.3) Easy to use video titler loads of features
U921 WEDDING VIDEO ANIM (2 disks) Requires D Paint 3.4 Very high quality
U922 CAPTION MACHINE excellent video titler
U923 VIDEO MANAGER (not A500 1.3) Video Cataloguing system
U925 VIDEO TITLER - very good video titler

## Top Utilities

U027 ULTRAPAINT & SURF paint & 3D model program
U046 DARKSTAR no 2 (vol 2-5) loads of utils
U058 DISK MAG CREATOR creates disk magazines
U131 TETRA COPY play tetris while copying to disk. Great
U145 XCOPY PROFESSIONAL very powerful disk copier
U169 PAINT AND ANIMATE create your own animation
U184 MASTER SEKA V1.6 complete Assembler language
U191 SID II copy/delete/move/run file using a mouse
U220 AMOS-PAINT V good paint package lots of feature
U222 GRAPHIC UTILITY(3)graphics converter tool
U229 SLIDE-SHOW CONSTRUCTION KIT easy to make
U240 ARCHIVER TOOLS pack more files onto your disk
U242 IMPLODER 4.0 disk pack more programs onto disk
U243 THE A-T COPIER (not WB3) 13 disk copier.Wow
U254 FRACTAL UTIL loads of fractal programs. Brill
U282 LAND BUILDER create realistic landscapes
U284 COPY & CRACK TOOLS back up your software
U300 MESSY SID II read/write PC/ MAC etc files
U301 AUTO DISK LOGGER catalogue your disks
U321 GRAPHIC Util 1(3) loads of brill graphic utils
U324 GRAPHIC Util 2 (3) even more graphic tools
U333 SCENERY MAKER more landscape generation
U334 EMULATOR COLLECTION II (lots of emulators)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brilliant 3D object designer
U338 MULTI VISION (2) disk/files utilities
U350 POOL TOOL- predict horse with best chance
U351 RACE RATER Similar to above
U358 STAR CAT 2-create catalogue disk easily
U359 SEEKER find lost file on floppy & Harddrive
U360 R.P.G (2) adventure creator
U363 DISK REPAIR KIT-salvage & repair damaged disk
U372 WORD SORT process ASCII file
U377 NCOMM III more modem software + packer util
U380 UNICOPY fantastic disk copier
U399 FRACSCAPE V1.2 new fractal similar to VISTA
U400 SOUND TRACKER V2.6 music maker
U420 SPEED BENCH (not WB1.3) create auto boot WB
U425 NIB 2 very popular copier
U436 THE RIPPER COLLECTION(not WB3) lots of rippers
U442 SYSINFO test & print info on your AMIGA sys
U444 FONT FARM font creator/editor/design new font
U457 WHOM 2 (3DISK) Detail/database on 51 films
U470 FINAL FRONTIER 1 (2 disk) Star Trek magazine
U473 FINAL FRONTIER 3 (4 disk) Star Trek magazine
U480 HARD DISK CLICK-HardDrive menu system
U491 PROTRACKER V3-Best music writer program
U492 WORK-STATION (2disk WB1.3 only) WB-replacement
U495 HARD DISK UTIL brill collection of Harddisk utils
U496 EASY PRINT (A500 only) lots of print utils
U498 WORK-MATE-15 brilliant disk util compilation
U501 THE MUSIC CONSTRUCTION KIT (state Amiga type)
U504 HOT-STUFF- more util disk compilations
U505 VIRUS-KILLER & DISK RE-SALVAGE/REPAIR KIT
U507 DCOPY V3 PROFESSIONAL - Excellent Disk copier
U509 ULT BOOTBLOCK 40 + bootblock generator/maker
U510 ULTIMATE BOOT- BLOCK Collection II + more
U512 ZIRCON UTIL-30 MOST USE UTIL 2 brilliant
U521 SPECTRA PAINT III Very good paint package
U550 SCENERY CONSTRUCTION KIT fractal .Recommended
U551 ASSASSIN BOOT BLOCK over 50 bootblock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOLS PREDICTION program
U568 ICON CONSTRUCTION KIT icon making program
U569 ICON ready made (4 disk)
U590 A600 NUMERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB 1.3) A500 emulator
U592 KILL AGA- make older program run on A1200
U600 C64 EMULATOR II utiL & document
U601 DISKSALV II + ABACKUP (not WB1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2disk) + many examples
U622 ACTION REPLAY V1.5 (A500/600) - cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V.2.31(WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy program
U680 NEW SUPER VIRUS KILLER (not WB3) kills 316+ virus
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U696 AMITOOL PROFESSIONAL disk database tool
U699 MEGACHEAT V3 + (more games cheats)
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U702 V MORPH V2.create smooth morph animation
U703 POOL TOOLS 2 (Latest) predicts horse racing
U705 TRONI-CAD-best creates circuit board + examples
U707 GAME TAMER (3&4)-(2) For even more games cheats
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U743 Util .Disk .Maker v3. MAKE AUTO BOOT DISK
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U749 DISK REPAIR 3 (floppy & HD) includes soft-protect
U750 MUSIC CATALOGUE (not A500 (1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any Amiga owner
U753 HARD DRIVE UTIL + lots more Hard Drive Utils
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U781 DOSTRACE V2. displays information on why programs refuse to run & monitors Amiga activity. REC
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U800 PRINT A CARD includes many ready made
U801 MULTI-PRINT V4 lots of printing utils
U805 DISK PRINT print custom disk labels
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U830 POOL WIZARD - (football) prediction
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U834 FORECASTER 2.02 New horse prediction program
U839 AUDIO MAGIC 4 - Proctracker V3, Exotic ripper
U843 AUDIO MAGIC 8- Octamed player etc
U846 C64 EMULATOR V3 (2DISK) C64 emulator latest
U848 SPECTRUM EMULATOR V2 - Spectrum emulator latest
U850 EAGLE PLAYER (2disk) the best music players
U851 DELI-TRACKER (2disk) play all music formats
U881 SONIC DRUM KIT V2 Make drum samples
U882 DISK COPY Pack- collection of 10 disk copiers
U883 OPTI-Utils 1 - over 30 disk copiers/Optimise etc
U885 INTUITION BENCH MARK V6,5 (Not WB1,3) sysinfo
U886 COMPLETE WB UTIL (2DISK) very useful Util col
U887 DISK REPAIR KIT 4-Include disk repair, undelete, soft protect, diskmate, sysinfo, etc
U950 STEREO-SCOPIC V2.a (not A5001.3) – RAMDOM DOT STEREOGRAM generator
U951 FORTH PROGRAMMING (NOT WB 1.3)
U957 SCALA BACKGROUND (2disk) High quality image
U960 PROGRAM LOADER-New Hard Disk menu
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U963 AMOS & AMOS PRO COMMAND EXTENSION
U967 PRO-GAMBLE-Super horse prediction program
U978 DELUXE PAINT 4 BUDDY SYSTEM-(2) Get the most out of Deluxe Paint instant on line for every function
U981 VIRUS CHECKER V6.54 - AUTO UPDATE MONTHLY—
U982 DIRECTORY OPUS V4 add Extra Command/BUTTONS
U983 MAGIC WB & MAGIC MENU - Both latest versions
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U987 GRAPHIC-CONVERTER (2D) Converts pictures etc
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -very useful
U993 IMAGINE STUDIO V2.(2D) The best PD image (picture) processor available. Rivals even the commercial image processors costing hundreds of pounds. (not k1.3)
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U970 HARDDRIVE SECURITY II Collection of HD security programs eg Lockout 2, Password etc
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) not WB1.3
U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3.3.(2)
U974 HD GAMES INSTALLER 2 install top games to HD.eg Zool 2, Rise Of the Robots, Mortal Combat 2 & more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SELECTOR V1.4-Change Magic WB back drop
U977 MAGIC WB ICON ARCHIVE (3) 1000's of MG icons
U998 X-PASSWORD-protect your hard/floppy drive
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U994 TEXTURE STUDIO. Render various textures for use with Imagine 3 etc req FPU.(not 1.3)
U995 PRO-GAMBLES V2 must for all gamblers.
U996 BOOKIE BEATER- gambling program to win
U997 HD GAME INSTALLER 3. install more games to HD
U998 EXOTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MM
U1000 MAGIC OPUS VOL 2 & 3 (2D) more Dopus buttons
U1001 CAR DATA ANALYST-check your car performance
U1002 TURBO CAT-(WB 2&3 only) catalogue creator
U1003 LOTTERY WINNER V2-new version
U1005 BASIC-ELECTRONICS-Teach all about electronics
U1006 LOTTO LUNACY V5 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 2 (2)
U1008 HARDWARE PROJECT 2 (2) Build dozens of projects, even how to fit Amigas in a tower case
U1009 DATA ALERT 3-explains why your computer crashes
U1010 WB2.04 INSTALLER-install A500+/A600 to HD

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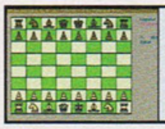
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## GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G240 QUADRIX very addictive excellent
G242 TAKE EM OUT like Operation Wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIS and INVADERS
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball + level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT Hunchback of Notre Dame
G326 MEGA GAME COLLECTIONS III 3 top games
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brilliant 8 way blaster
G334 DONKEY KONG - (A1200 order code AGA296)
G335 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID 2 but harder
G355 DOODY very cute & extremely addictive
G356 WONDER LAND amazing graphics recommended
G362 DELUXE PACMAN + best pacman ever released
G367 CARD GAMES collection
G368 WIZARD-DOMAINS dungeon type games
G370 KALATRIZ (not A1200) arcade Tetris clone
G373 AIR ACE II Very playable shoot em up
G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polished Tetris ever released
G392 STRIKEBALL brilliant Baseball clone
G399 TRAILBLAZER brilliant (not A1200)
G400 FIGHTING WARRIOR like Street Fighter
G404 DOMINOES only one of its kind on PD
G406 TOTAL WARS strategy like chess in space
G411 BATTLE CAR 2 3D car racing
G431 NESTER CARD GAME- hours of fun for a quid
G435 ROULETTE American roulette excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent arcade/puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable BreakOut clone
G491 BOUNCE & BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozens of levels fast arcade.
G501 KLAWZ THE KAT- great platform game
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brilliant
G534 CASTLE KUMQUAT similar to Alien Breed
G535 BLACK DAWN brilliant graphic adventure
G538 MORIA 5.4 The latest Dungeons & Dragons

### 101 GAMES

PRICE ONLY £9·99
Brilliant collection of over 100 of the very best PD games includes INVADER 2, Tetris, Monopoly etc. Far too many to list. VERY easy to use menu. Most games come with full instructions
MUST FOR ANY GAMES PLAYER
COMPATIBLE WITH ALL AMIGAS

AMIGA SHOPPER — 101 Gampe PK recieve 90 % in Amiga Shopper issue 54

All games are selected from an easy to use menu and most games come with full playing instructions.

G539 BRIDGE Good version of Bridge
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift ??
G560 IMPERIAL WALKER -Based on STAR WARS game
G567 STARBASE 13 (2 disks) Brilliant - like MONKEY ISLAND
G657 AMOS LOADSA MONEY best fruit machines
G659 MR MEN OLYMPIC (2 disks) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2 disks) based on the TV series
G665 TIME RUNNER (WB2/3) Brilliant graphic
G667 GOLF (2 disks) One of the first & best GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE Fast car racing (not WB1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR -Brilliant Asteroid
G689 GUN FIGHT (not A500) 1.3
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY - Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommended.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR VOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible Soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant fruit machine.

### 101 GAMES PACK 2



PRICE ONLY £10·99
This is the very latest new 101 games compilation pack 2, containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Far too many to list.
COMPATIBLE WITH ALL AMIGAS
All games are selected from an easy to use menu & most games come with full playing instructions

G774 TRICKLE TREAT - like Doom on the PC
G775 FOOTBALL MANAGER - New version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure"
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphics
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPIRIT like Street Fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT - Graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing game
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH cave/level construction kit
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G839 BOULDER PACK with 640 levels on 8 disks
G860 ALIEN NET WORK- new Space Invaders
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 levels
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIS for 1 or 2 players
G868 SUPER SMASHING TETRIS
G870 CHESS II & CHECKER One of the best around, must for all CHESS or CHECKERS players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3 (NEW) feature & bounce game 2 player RECOMMENDED. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games
G879 RAG TO RICHES - like MONOPOLY
G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shoot em up

### NEW 101 GAMES PACK 3

New 101 pack 3 contains over 100 games. Runs on all Amigas, only £11·99. OFFER: buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other current offer and is subject to conditions.

G886 SUPER MEGA FRUIT- All new fruit machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2- Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons RECOMMENDED
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G901 M*A*S*H a (ANTWAR 2) similar to LEMMINGS & WORM, with loads of Weapons (Brilliant)
G904 LAST SOLDIER (2) multi level platform games
G905 CYBERTECH (2) excellent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice platform game
G908 COLOURMANIA slide/Klatriz type puzzle game
G910 HARRY-HADDOCK- Brilliant platformer games
G912 MANGLE FENDER - Brilliant, Smash up other cars/tanks etc to win. Extremely addictive. Get it
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G914 HELICOPTER - like Desert Strike
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G923 FLAMMING ENGINE - Superb car racing game
G924 POWER MACHINES. Graphically brilliant
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G926 ZAXXON 3D Superb C64 3D blaster game
G927 BOING V3. Great platformer. Recommended
G928 PUNTER - Animated horse racing game
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G930 WHEEL CHAIR GLADIATOR - Great fun to play
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G934 R3 ROCKET (NEW) very good rocket game
G935 BATTLE SHIP- the finest PD version
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G937 SKID RACER (not A500) - Excellent car racing game

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**Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.**



### WORMS (*AF79*)

The amount of telephone calls to the Coverdisk helpline about Worms suggests that many of you weren't very careful when decompressing this game. It is easy to ruin your Worms Coverdisk by not changing to a blank disk at the correct time in the procedure. The result is that Worms disk One is decompressed over the Coverdisk, losing the compressed Worms Disk Two file in the process. Before using any Coverdisk write-protect it first and then make a spare copy.
(if you don't know how to copy a disk see the box on page 115)



### ULTIMATE WORKBENCH UTILITIES (*AF80*)

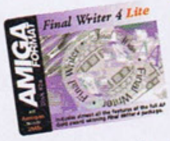
If you are having trouble reading the documentation that accompanies the Workbench utilities it is likely that you don't have the tool that your Amiga looks for when you double click on a doc icon; e.g. Muchmore, Multiview, AmigaGuide etc. Or that these aren't set up properly on your Workbench.

You can use a word processor or a text editor to read the docs, or use the program ordering included in the collection.



### ZEEWOLF 2 (*AF81*)

Many readers have phoned in saying they are having problems with *Zeewolf 2*. One meg A500 users who have two floppy disk drives should disconnect the external drive to make more memory available to the game. Unfortunately *Zeewolf 2* just doesn't seem to work at all with some accelerator cards.



### FINAL WRITER 4 LITE (*AF82*)

If *Final Writer*'s pull-down menus won't pull down it is probably because you are running a menu enhancement commodity (i.e. *MagicMenu*). Such programs don't work correctly with *Final Writer* and should be disabled. In order to print *Final Writer* documents it is vital that you have the correct printer driver installed in the devs/printers drawer of your Workbench disk and that the driver is selected and configured using Workbench's printer prefs utilities. Your Workbench manual describes how to do this. To print out larger documents *Final Writer* requires more memory. If you are using the program on a 2Mb machine, try to maximise the amount of memory available to *Final Writer* by removing any utilities or commodities running in the background – if you still experience problems, use Workbench's prefs utilities to alter the Workbench screen to a lower resolution screenmode with less colours and no backdrop pictures. Lastly, it was inadvertently stated that *Final Writer* works on all 2Mb+ Amigas. Sorry, but it's incompatible with old Kickstart 1.2/1.3 machines.

### GENERAL PROBLEMS

I often hear from people who have returned their Coverdisks for replacements several times and are still meeting with the same problems. The most common are Read/Write or Checksum errors which occur during the decompression process. It is important to note which disk is in the drive when such errors occur – is it the Coverdisk or one of your own disks? If it's one of your own disks then that is the disk with the problem, not the Coverdisk. Did you format your blank disks correctly? Try re-formatting them and make sure that you do a full format not just a quick format, use the verify option and make sure you format from your Workbench, not from utilities like *X-Copy*. Disable *Directory Caching*, *Trashcan* and *International Mode*. Don't decrunch to HD (High Density) disks as these can be unreliable. **Always write protect and back up your Coverdisk *before* you use it.**

## COMPETITION WINNER



**There were loads and loads of entries for our *"They think it hasn't started. It hasn't yet"* competition. Unfortunately though, there can only be one winner. *Mr S. J. Gasking from Leicester* is the lucky recipient of a Goodmans 14", colour, portable television which should be winging its way towards him very soon. Congratulations and thanks to everyone else who entered.**

### IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to the duplicators for a replacement at the following address:

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# AUGUST ISSUE ON SALE Thursday 4th July

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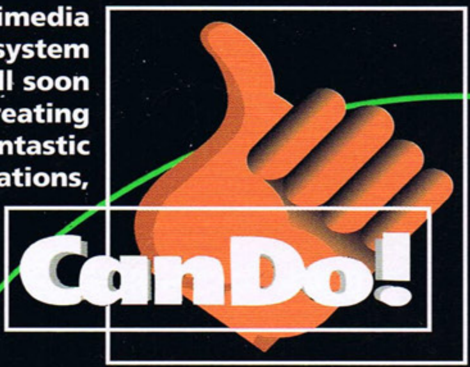

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# On this issue's CD




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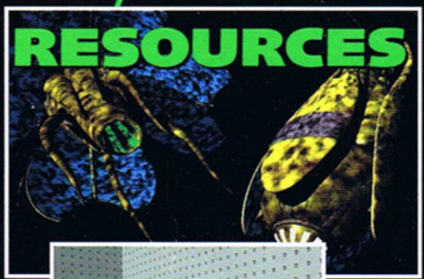
A powerful multimedia authoring system which will soon have you creating your own fantastic presentations, interactive software and applications.




## OCTAMED

Not only does the CD contain the full release version of OctaMED 5, it also features the full, official tutorial for this package and a demo version of the excellent new OctaMED Soundstudio package, plus lots and lots of samples and MODs.

## RESOURCES





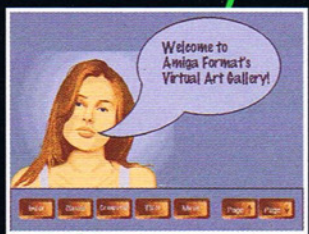
Yet more excellent pictures, animations, samples, and even some great reader submissions.

## NET SOFTWARE

As well as all the latest PD and shareware utilities, we can also bring you a special suite of software configured for use with service providers, FirstNet – which includes a month's worth of free connection charges!

## DEMOS

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## GAMES

As well as a demo version of the fantastic XP8 (*AF*85 85%) you'll find a whole host of PD and Licenceware games on this disc.






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CD version